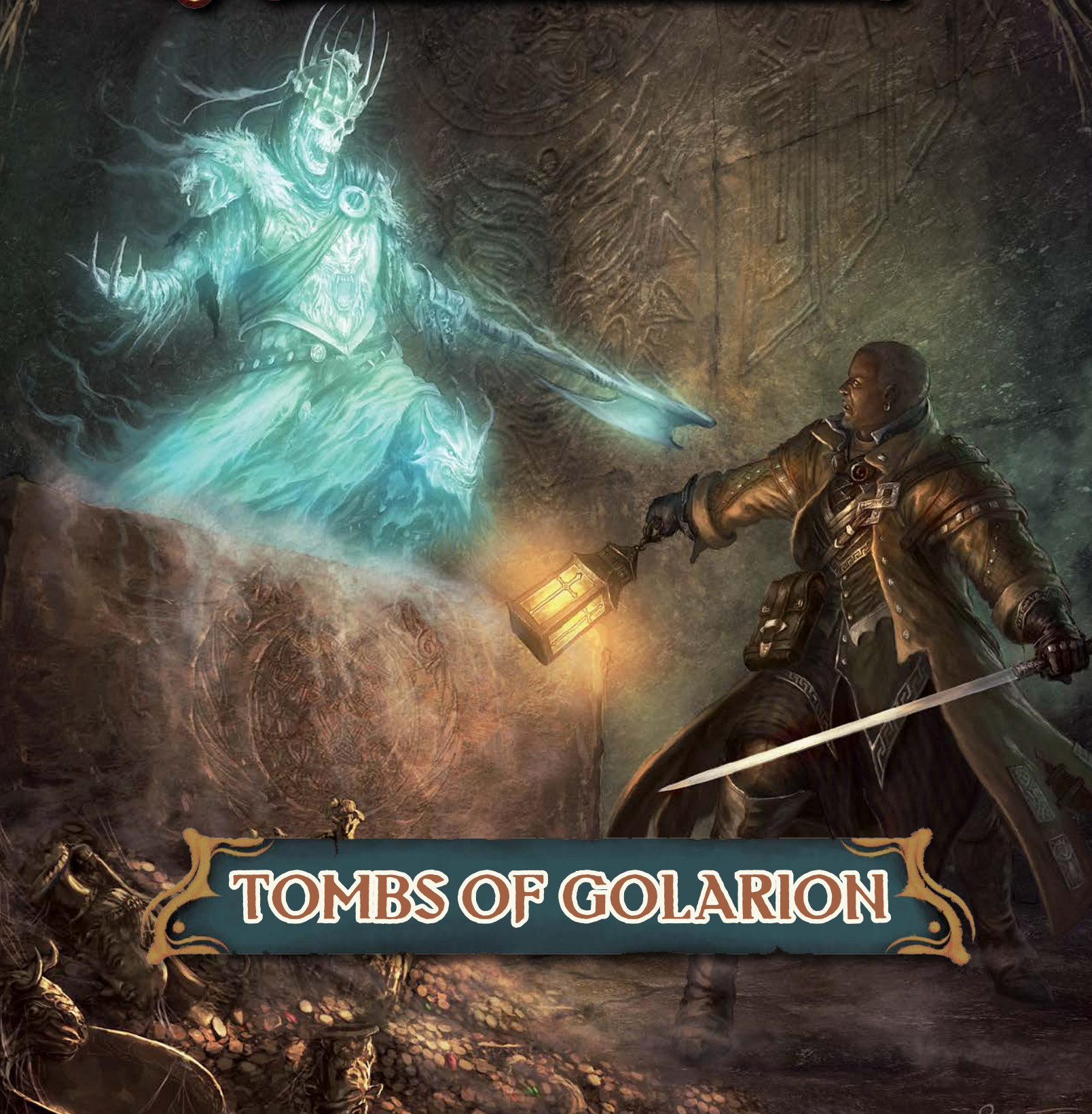
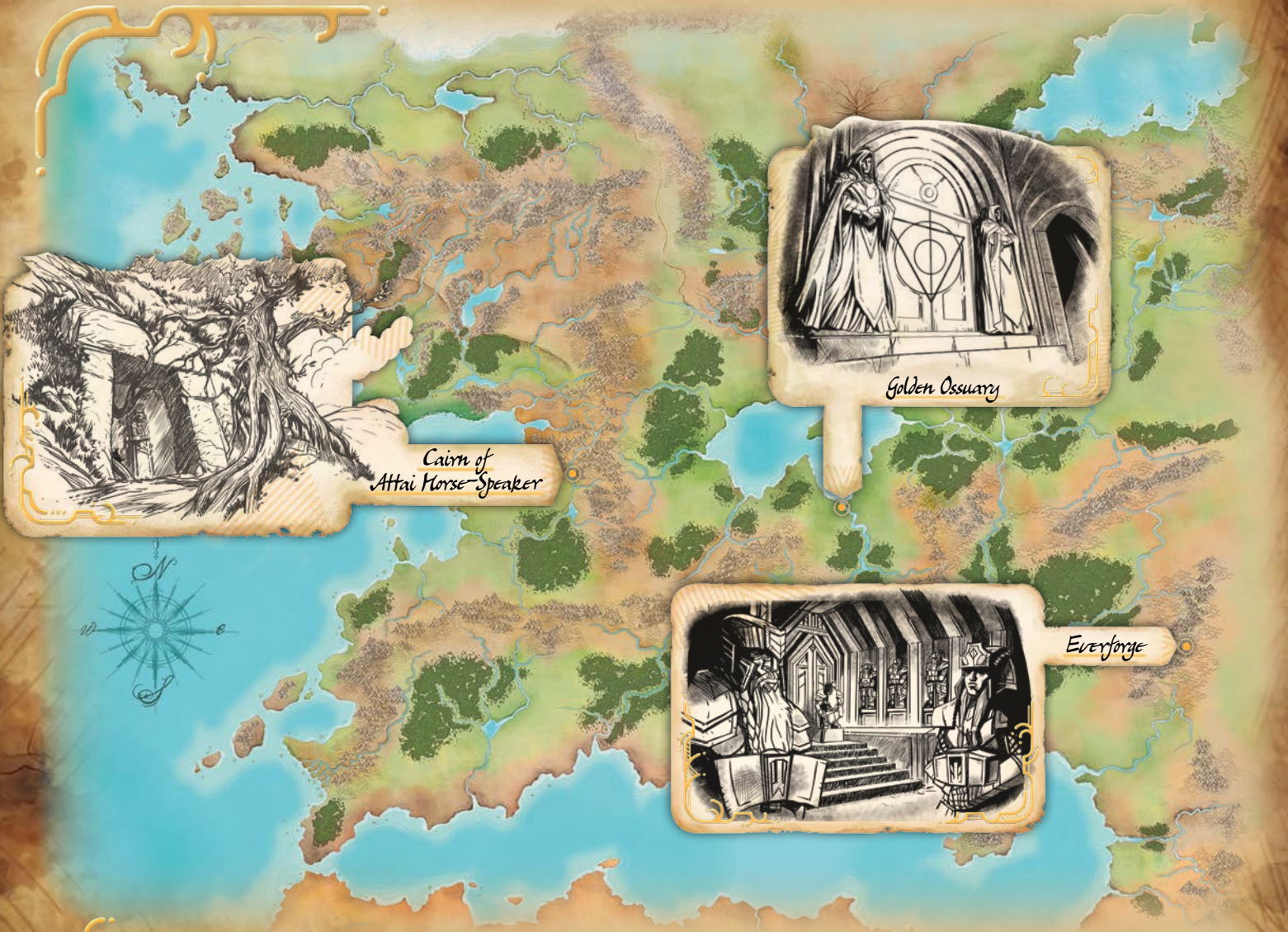


PATHFINDER CAMPAIGN SETTING™



TOMBS OF GOLARION



Cairn of Attai Horse-Speaker

Golden Ossuary

Everforge

Cairn of Attai Horse-Speaker

Location: Barrowmoor, Nidal
Interred: Attai Horse-Speaker and family, honored members of his tribe
Potential Treasures: Ancient Kellid relics, including weapons and armor (legendary saddle?)
Note: Rumors of white-clad undead riders pervade the region, especially along nearby rivers.

Golden Ossuary

Location: Kerse, Druma
Interred: Wealthy Kalistocrats, ossuary's architect
Potential Treasures: Gilded bones, plus the wealth used to pay for the privilege of interment
Note: Access granted only to those who win annual lottery that funds the tomb's operations. See about winning that. Otherwise, sneak in? Bribe guards?

Everforge

Location: Near Kravenkus, World's Edge Mountains, Taldor
Interred: Monastic dwarves
Potential Treasures: Relics connected to the god Magrim. Presumably a forge.
Note: Formerly a temple fortress; became a mausoleum after the religious order died out. Strong defenses likely, but may have deactivated over time.

PATHFINDER

CAMPAIGN SETTING

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Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Ultimate Equipment</i>	UE
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Magic</i>	UM
<i>Ultimate Combat</i>	UC		

On the Cover



Quinn discovers that not all dead in the many tombs of the Inner Sea rest easy in this exciting cover illustration by Maichol Quinto!



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A Note on Buried Potential

To my astute pupil, Gideon Fullonna,

You'll be happy to know that only moments ago I sent the Patrons a glowing recommendation based on your recent accomplishments in Eledir and Korvosa; I am sure that by the time this message reaches you, you will already be lording your new silver Aspis badge over your less-decorated colleagues. I write you not as a reminder of my role in your ascendant career—though for your sake I trust you will never forget that detail—but to describe opportunities to further develop your reputation.



As my current station suggests, proficiency with political subterfuge and economic sabotage can be profitable. Nonetheless, the best agent is one who is able to handle any situation and in turn avoid dangerous situations that offer no profit.

I served my time as a lowly explorer for several years before expanding my repertoire, and you would benefit from doing the same. Why do my subordinates never cross me? It is because they know I have survived the wilds, defeated those who stood in my way, and stole myself to do so again if necessary.

You have opportunity for your own exploration in Golarion's greatest keepers of secrets and plunder: its tombs. Many cultures have hidden sarcophagi and crypts across the land that have remained untouched for millennia. Those of no ambition may assert that the living have no claim to these treasures, and decry the Consortium's services as a legitimate purveyor of the world's goods, bringing wealth to all corners of Golarion. Disregard such folly! In truth, it is the entombed and their descendants who are the true manipulators of markets, for every elven lady or Keleshite prince buried with a pile of gold has deprived the economy of wealth, driving up prices for all. Understand, my noble protege, that we perform a valuable service with every coin, crown, and coffer we liberate from these lightless holes.

In the interest of your professional and personal enrichment, I have included several reports of promising projects and finds that I monitor with some interest yet am unable to explore in full, thanks to my ongoing duties in Magnimar. The Consortium is in need of proficient explorers capable of balancing true fieldwork with more subtle arts; once you have harvested the profit of these sites, I may request your transfer to Varisia to aid me against the Heidmarchs' machinations.

Arodnalu: You may recall that when Chelish colonists settled Sargava, they brought with them their religion. Many of the native people adopted the Chelaxians' faith as their own, including a rather enterprising priest in Kalabuto. Combining Avistani trappings with Mwangi traditions, she constructed a cathedral dedicated to her own interpretation of Aroden. It seems the deity didn't mind her mischaracterization—or perhaps even appreciated it—for Kalabuto was supposedly blessed with significant divine power. Once Aroden died, the priest's congregation slowly scattered and later sealed the structure to discourage theft. I strongly suspect that the founding priest is interred within, along with much rich paraphernalia. Normally, I would recommend against angering a god by looting his place of worship, but as the Last Azlanti isn't around to lodge his discontent, and as Kalabuto's authorities are too



weak to stop a malcontent house cat (to say nothing of interfering with a sophisticated explorer), I can think of no reason that an agent of commerce should refrain from reclaiming these treasures.

Emberbough Cairn: Popular history suggests that uncultured Kellids inhabited most of Avistan before Taldor's Armies of Exploration swept them aside and replaced their backward traditions with civilization and progress, yet officers' records from the fifth campaign reported signs of some formidable kingdom that rose and fell well before the Taldans' arrival—a civilization that left a behind legacy of crumbling palaces and shattered fortifications scattered across what is now the River Kingdoms. If the Taldan army learned of this lost realm's name or accomplishments, it must have reburied them. Vexingly, the constantly changing borders and names in that region make it difficult to track what kingdoms existed there a century ago, much less several millennia in the past. I believe, however, that a site known as the Emberbough Cairn is connected to this long-dead society. It's located east of Heibarr in the nearby forest. Any discoveries you make could attract every treasure hunter for leagues, so keep your findings quiet, and keep me apprised of your progress.

Ilingra's Rest: Much as I dislike dwarves and orcs for their stubbornness, they are at the very least predictable. The Hold of Belkzen was their battleground thousands of years ago, and before the orcs finally triumphed, the dwarves enjoyed several noteworthy victories. One of the dwarven heroes, an aging woman named Ilingra who took up the axe against her ancestral enemies, apparently died leading a charge that ultimately secured a major victory her kind. Dwarves being dwarves, they interred Ilingra in a hillside in an elaborate tomb with all the honors of a warrior saint—at least, that is what the inscriptions claim. It's always amused me that the masses tend to admire those whose primary claim to virtue is having the wisdom and guile to get themselves slaughtered in battle.

Of course, dwarves seem unable to bury their heroes without leaving behind enough precious metal to hire a small army—again, so predictable. I already have a team excavating the site, which the local orc tribes avoid due to superstition regarding the dead dwarf's ire. Their ludicrous mythology means work continues undisturbed, yet also makes resupplying the camp and extracting any of its finds difficult. After the first attempt to teleport there failed, Consortium wizards are jittery about magically delivering resources or extracting agents. I recommend you await the orcs' bizarre "flood truce" in the spring, bring what supplies you can while they're distracted, and finish the project; it has continued long enough, and must bear fruit or risk termination. It's only a matter of time before the orcs overcome their paranoia and sack the place now that we have found it.

Jal Hariki: A silver agent operating under the code name "Pale Chimera" tracked down this site near the source of

Pale River in Katapesh, believing one of the Pactmasters was interred there. Whether the hooded merchant-rulers are mortal in the first place remains open to debate, and his ambitions were overly guided by rampant speculation. Though I do not fault an agent for ambition, I am loath to forgive one who lets himself be fooled. But Pale Chimera's findings turned out to be quite intriguing, so I have made an exception in this case, and shield him from our Patrons' wrath so long as he continues to keep his discovery secret. His expedition notebook is filled to the margins with copies of extraordinary inscriptions that suggest a connection to the fabled flying cities of a past age. It may be that this tomb known as Jal Hariki serves as a burial ground not for a Pactmaster, but for the extinct Shory people—a graveyard so high that it brushes the clouds.

Paderyn Family Crypt: Modern Galt has few redeeming features, thanks to its lawless revolutionaries, who by now have destroyed most of the overthrown aristocracy's treasures. Yet even though the rabble battered down the doors of the most prominent crypts, more remote mausoleums have sometimes survived such pillaging. The Paderyn lineage hid their ancestors and fortunes well, but I found their crypt early in my career and removed the choicest prizes. There remains just enough within to tempt the casual adventurer—the site's true value, though, is its potential as a lure.

Were the Pathfinder Society to learn of a nigh-untouched tomb so close to Isarn, they would certainly dispatch a team to investigate. Of course, as with any crime in Galt, such trespasses are dealt with most ferociously. If a local mastermind ensured that the Gray Gardeners caught wind of foreign looters stealing treasures that rightfully belong to the revolutionary government, those Pathfinders would almost certainly perish before a bloodthirsty crowd, ensuring the Society would never set foot in Galt again. What a true shame it would be if that were to happen. One who masterminded such a tragedy would surely gain the respect and admiration of the Society's enemies, including many in our distinguished organization. It's a thought that might tempt a less compassionate mind than yours or mine, I'm sure.

These are only a few of the under-exploited crypts hiding wealth, information, and opportunity from prying eyes. Read on through the enclosed complete reports, and prepare to commit your resources as detailed therein. Your future with the Consortium depends on you making your mark in the world.

Gods speed,

Maiveer Sloan

Executive Director

Bronze House, Magnimar

Introduction

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Clockwork Vault

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Cairn of Attai Horse-Speaker

“You want me to lead you to Attai Horse-Speaker’s cairn? Absolutely not. I have no fear of the moldering dead, but that place is definitely haunted. No one knows much about the horselords of those days, except that they communed with spirits of man and horse alike. Have you not heard of the White Riders—the ghostly men and women seen riding horseback down the Usk River in the moonlight? They draw curious folk to them like moths to fire, and the few ever seen again are found desiccated or drowned within a mile or so of that cairn. Put your money away; I won’t take you.”

—Evesk, Nidalese scout

When civilization was clawing its way back from the Age of Anguish, northern Nidal and southern Varisia were peopled by Kellid horselords. These proud barbarians lived off the land, following great herds of aurochs and carrying all they owned on their horses. It's always been customary for Kellids to bury their dead beneath great stone cairns, and the horselords were often buried with their mounts.

Attai Horse-Speaker was one of the most powerful chieftains of that age, due in part to the magic saddle that gave him the ability to communicate freely with animals and granted his mount humanlike sentience. When a plague took Attai's household and followers, the survivors interred the fallen in a large cairn.

Today, the cairn contains an ancient guardian, unquiet spirits, and several newcomers—including a nereid named Maddy Whorlwalker and her nuckelavee ally, Kahak. Maddy and Kahak prowl the nearby Usk River every night, murdering travelers and furthering the region's fell reputation.

History

Ten thousand years ago, Attai Horse-Speaker ruled a clan of hundreds of Kellid barbarians in the area that would come to be known as Nidal. Attai was the model of a Kellid horselord: honorable in battle, skilled in equestrianism, and benevolent to his family and followers. With the *horse-speaker's saddle*, Attai ensured his clan's mounts were content and incited his enemies' horses to rebel.

This legendary horselord was frequently victorious in battle, but at 40 years old he was killed by a plague that swept through his clan. The sickness also took Attai's family, including his many wives and children—within a few months, his entire line was gone, along with many of his loyal companions.

Attai's remaining followers resolved to honor their fallen leader. Stonemasons oversaw construction of a magnificent cairn that would stand the test of time, one with ample room for Attai's retinue. Attai's sarcophagus was constructed of iron, and his legendary saddle was placed atop it.

His surviving shamans resolved to protect the cairn from intruders. They fashioned the bones of the chieftain's favored steed—killed in battle some time before the plague—into an undying guardian, and bound the spirits of his warriors' mounts into a magical doorway. The builders concealed access into the cairn behind a secret wall, but left an entry chamber in which later generations could place offerings to Attai's legacy.

The horselord's mausoleum was honored for centuries, but eventually the barbarians no longer returned to this sacred resting place. The cairn settled into the ground as stones shifted in the Barrowmoor; it's now entirely underground, except for the entry chamber and a weathered statue of Attai Horse-Speaker.

Some decades ago, an aquifer connected to the nearby Usk River caused several rooms within the cairn to collapse into watery sinkholes. Three weeks ago, Maddy Whorlwalker and her companions discovered it, and their trespassing awoke Attai's spirit as a rage-filled cairn wight. Attai repelled the nereid's people from his personal tomb, but during the battle, he inadvertently caught her unique shawl upon his longspear. Attai didn't pursue them far; when the trespassers were out of sight, Attai calmed and began bemoaning his undead state. Attai now spends his time communing with his ancestors, seeking a way to return to the peace of the spirit world.

Maddy won't leave the cairn without her precious shawl, but she's not powerful enough to recover it. She has little assistance; her kelpie lackeys are loyal but dimwitted and her ally Kahak has become enamored with a statue in a nearby room. In her desperation, Maddy tasked her kelpies with kidnapping any surface-dwellers who might defeat the wight. The kelpies usually return with hopeless combatants—aged fisherfolk or sickly boggards—but recently captured a stone giant from the nearby Mindspin Mountains. The giant fled from Attai and escaped the kelpies, and now hides in a forgotten corner of the cairn. Meanwhile, Maddy continues to plot the recovery of her beloved shawl.

Description

Attai's followers built their chieftain's cairn with durability in mind. The square stone construction, coupled with the 10,000 years since the cairn was built, give the entire structure an oppressive feeling of great weight and age.

Features

Attai Horse-Speaker's cairn is constructed from blocks of smooth stone 3 feet to a side. Geological settling has expanded the seams between the blocks, allowing mold to grow in the cracks. The cairn's interior is unlit except where indicated, and its ceilings are 15 feet high.

Doors in the cairn are made of heavy stone 7 feet high and 4 inches thick. Time has shifted these doors in their settings, making them challenging to deal with. Opening any door in the cairn requires a standard action and a successful DC 15 Strength check. Open doors left untended swing closed after 1 round.

Attai's children are buried within small stone caskets, and the adults and horses are entombed in sturdy stone sarcophagi. The remains are only bone dust at this point, accompanied by the occasional memento or trinket. Sarcophagus lids require a successful DC 18 Strength check to open. Casket lids open easily, requiring no Strength check.

Many rooms in the tomb contain large wall paintings still visible despite the passage of time. Most of these paintings depict a tan-skinned man with a prominent brow and long, loose black hair: Attai Horse-Speaker.

Introduction

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1. Ancient Entry

On the surface, the cairn is an untidy jumble of gray stone approximately 50 feet in diameter and 20 feet high. Old stones frame an entrance 5 feet wide and 7 feet high. Next to the entrance is a 15-foot-tall weathered statue depicting a man with a heavy brow and long hair sitting astride an uneven lump of stone that might once have been a horse.

The entrance opens into a 20-foot-square chamber containing a deathtrap ooze that devours the vermin that occasionally seek shelter here. The ooze mimics a falling block trap that drops on anyone it notices in the room.

ADVANCED DEATHTRAP OOZE **CR 9**

XP 6,400

hp 150 (*Pathfinder RPG Bestiary 3* 290, 64)

FALLING BLOCK TRAP **CR 9**

XP —

Type deathtrap ooze; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger visual; **Reset** automatic

Effect Atk +15 melee (9d6); multiple targets (all targets in a 10-ft. square)

The room contains six alcoves. One of the eastern alcoves opens into a crude passage leading into a large nook where the deathtrap ooze retreats to devour its victims. A southern alcove contains a secret door (Perception DC 20) concealing a stone staircase that curves down 50 feet to area 2.

2. Spirit Door

Wall paintings in this room depict a young Attai in the act of saving his village from stampeding horses: He mounts the largest stallion in the stampede, yanks the beast about by its mane, and directs the entire stampede away from the village of leather huts.

Stone double doors stand on the north wall. The doors are painted with images of mounted horselords, but have no handles or hinges. In fact, this slab is solid rock 4 inches thick and is only carved to appear as a door; it can't be opened, although it can be battered down (hardness 8, hp 120, break DC 30). The spirits of several horses are bound within the false doors, manifesting as a haunt when the doors are touched.

DOORS OF THE HORSE SPIRITS **CR 11**

XP 12,800

N persistent haunt (25-ft.-by-25-ft. room)

Caster Level 11th

Notice Perception DC 25 (to hear the agitated snorting of horses and smell horse sweat)

hp 49; **Weaknesses** tricked by *hide from animals*;

Trigger touch; **Reset** 1 minute

Effect When this haunt is triggered, all creatures in area 2 are jostled by agitated spectral horses stampeding closely together. On each round for 11 rounds, the jostling and

stomping of the horses inflicts 4d6+11 bludgeoning damage to all creatures in the area and knocks them prone. Any creature that takes damage from the spectral horses becomes fatigued (or exhausted if already fatigued, such as from a previous round of exposure). Flying creatures are unaffected by the stampeding spectral horses. A successful DC 19 Fortitude saving throw halves the damage and negates being knocked prone, but a creature can forgo this save to instead attempt a DC 25 Ride check to mount a spectral horse. On a failure, the creature automatically fails the Fortitude save for that round; otherwise, the creature takes no damage from the haunt and is borne spectrally through the stone doors, appearing on the other side of the door in area 3. The horses are part of the haunt; although the haunt takes damage from positive energy, the horses cannot otherwise be affected by spells or attacks.

Destruction If the *horse-speaker's saddle* is removed from the cairn, the equine spirits depart forever.

3. Honored Mount

A round dais 10 feet long and 3 feet tall sits before faded murals of Attai riding a massive blue roan horse.

Set into the south wall are false doors identical to the doors of the horse spirits in area 2. Any creature on this side can pass through the false doors as if they were insubstantial, returning to area 2; the haunt doesn't trigger for those entering from this side. Creatures on this side can also reach through to pull a willing creature near the doors in area 2 into this room.

An enormous horse skeleton—reinforced with additional bones lashed onto its frame with sinew—stands on the dais, its hooves sheathed in heavy copper hoof boots. This skeleton is the physical remains of Attai's favorite mount, Marg, supplemented with bones from Marg's offspring. This rare equine bone golem animates and attacks if attacked or when someone enters a hallway leading out of this room.

EQUINE BONE GOLEM **CR 10**

XP 9,600

hp 118 (see page 13)

The golem's four copper hoof boots are worth 150 gp each. The dais contains a secret alcove beneath the golem (Perception DC 20), which contains a +1 *ferocious*^{UE} *greataxe*—the weapon used to slay Marg in battle millennia ago.

4. Children's Chamber

This small room is decorated with paintings of Attai playing a game with several laughing toddlers. Each of three alcoves in this room holds a 3-foot-long stone sarcophagi containing the remains of one of the children Attai lost in the plague. Each box also contains a small sphere of fine, filigreed silver worth 500 gp, but plundering these toys has repercussions in area 5.

5. Duttahi's Tomb

The walls and ceiling of this long chamber are painted with images of Attai presenting gifts of jewelry, clothing, and ponies to an attractive woman with red hair and an intense expression. This woman is Duttahi, Attai's favorite of his seven wives. Her soul is long gone, but her spiritual residue remains.

The sarcophagus on the dais bears a stylized carving of the woman depicted in the paintings. Dim, greenish illumination issues from the seams in the sarcophagus; opening the lid reveals several tiny motes of green light. The motes can't be touched or affected.

If the PCs enter this room with any of the silver spheres from area 4, the spirit becomes infuriated at the desecration of her children's corpses. The motes burst from the sarcophagus and coalesce into a rage-filled spectral woman called a witchfire. The witchfire fights until slain. Similarly, if the PCs later take a silver sphere from area 4, the motes coalesce into a witchfire to pursue the grave robbers.

DUTTAHI CR 9

XP 6,400

Witchfire (*Pathfinder RPG Bestiary 2* 284)

hp 115

A cunningly concealed alcove on the west wall (Perception DC 28) contains a few prized possessions: six silver combs worth 80 gp each and a platinum necklace worth 1,500 gp. There were also six dresses, which have disintegrated to dust.

6. Collapsed Tomb

This room held three of Attai's wives and four adolescent children, but part of it collapsed into a sinkhole years ago. The children's caskets and two of the wives' sarcophagi have tumbled into the water; the remaining sarcophagus contains a masterwork cold iron dagger.

The water level is 10 feet below the floor of the room, and its moisture has obliterated the paintings on the walls.

One of the unfortunates captured by the kelpies in area 13 was a stone giant named Hap. The kelpies lured Hap to area 14, where Maddy beguiled the giant and compelled him to attack Attai. Attai beat Hap so thoroughly that the giant shook off Maddy's compulsion and fled into the sinkhole in area 13. Hap got disoriented underwater, though, and wound up here, where he's remained for nearly a week. He's too scared to enter area 3, as he saw the skeletal horse there move, and he fears the kelpies will soon return for him. Hap's bag of rations is running low, even with his diet supplemented by fish from the sinkhole.

When the PCs arrive in this room, Hap hides against the stone wall. If spotted, he attempts to frighten the PCs away, only fighting if attacked. If the PCs calm the frightened giant, he relates his ordeal and the layout and denizens of areas 13–16. Hap can't return to area 13 anymore, as the flooded tunnels underneath have since collapsed.

HAP CR 8

XP 4,800

Male stone giant (*Pathfinder RPG Bestiary 151*)

hp 102

7. Lost Infants

This room's floor contains the cairn's only mosaic, crafted of small chips of colored stone. The mosaic depicts Attai grinning and doing his best to hold seven swaddled babies. Ranging from newborns to year-old infants, all are smiling and pulling at Attai's long hair.

Seven 1-foot-square stone caskets sit in alcoves in this room, holding the dust of Attai's seven infant children.

8. Wives' Tomb

The walls of this long chamber are painted with images of Attai on horseback, observing three of his seven wives as they carve wooden staves and weave clothing. The three sarcophagi in this room each bear a stylized carving of a woman corresponding to the women in the painting; they contain simple necklaces and anklets of no particular value.

9. Antechamber

This small chamber marks the transition from the tombs of Attai's family to those of his followers. The walls are painted with images of Attai astride a roan horse, riding away from a cluster of leather huts toward a mass of mounted warriors in the distance.

10. Icy Cenote

The cairn builders encountered a cylindrical sinkhole 20 feet across when excavating this room. They entombed Attai's shamans upright in alcoves ringing the cenote. The dust-filled sarcophagi are carved with stylized images of wizened men and women festooned with totems and fetishes.

The 50-foot-deep pit in the center of the room isn't connected to the more recent watery sinkholes beneath areas 6 and 13. Thirty feet down, the pit contains 20 feet of clear water from ground seepage. A large colony of brown mold grows at the waterline. Due to the mold's chilling effect, the water in the pit is a frozen disk of ice 3 inches thick. The ice doesn't adhere to the mold, so the icy disk is slightly smaller than the diameter of the cenote. The edges of the pit are unstable, acting as a dangerous trap.

ICY CENOTE CR 9

XP 6,400

Type mechanical; **Perception** DC 28; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect 30-ft.-deep pit (3d6 falling damage onto an icy disk);

Reflex DC 25 negates; multiple targets (any target adjacent to the cenote). Any creature in the pit is within the chilling area of a patch of brown mold (*Pathfinder RPG Core Rulebook* 416). Any creature landing on the icy disk at the

bottom must succeed at a DC 20 Reflex save or cause the disk to flip, trapping the creature in the water beneath the disk. Breaking through the disk requires dealing 15 points of damage to it or succeeding at a DC 18 Strength check.

The cold, clean water has preserved many of the sacrifices the builders offered to the pit ages ago. A few stoneworking tools and a *steadfast gut-stone*^{UE} lie at the bottom of the pit.

11. Messenger's Tomb

Attai's swiftest messenger, Takellek Windracer, was laid to rest in this chamber along with his loyal steed. The sarcophagus on a dais in the southern alcove is chiseled with the image of a lean, bearded man and contains an obsidian-flecked armband worth 400 gp. The large sarcophagus in the room's center is carved with a horse in profile and contains copper *horseshoes of speed*.

The west wall bears a painting of a lanky man astride an athletic stallion. The man looks across at the east wall, to a painting of spear-wielding horsemen charging from a rocky valley. This mural depicts Takellek's swift escape from an enemy ambush, but it also conceals a trap. Whenever any creature triggers pressure plates within 5 feet of the dais, spears launch from concealed holes among the painted horsemen.

RAIN OF SPEARS TRAP CR 9

XP 6,400

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; Reset manual

Effect Atk +20 ranged (3d6+15); multiple targets (all targets in squares on or adjacent to the dais)

12. General Blackspear's Tomb

This large vault is the final resting place of Attai's most talented general, Eketeya Blackspear. In the northern alcove stands Blackspear's sarcophagus, its top chiseled with the image of a stern, hatchet-faced woman. The lid of the sarcophagus bears a trap the horselords considered particularly debilitating. Within the sarcophagus, a +1 *rallying*^{UE} *chain shirt* and +1 *obsidian*^{UE} *spear* are still intact.

ANIMAL'S IRE TRAP CR 4

XP 1,200

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger touch; Reset none

Effect spell effects (*nature's exile*^{APG}, Will DC 14 negates; and *bestow curse* [creatures of the animal type automatically confirm critical hits against the target], Will DC 14 negates)

Ten sarcophagi—the resting places of Eketeya's greatest soldiers—run the

length of this room in two rows of five. They are inset in the floor, protruding only a few inches above floor level. Each sarcophagus contains 1d3 corroded metal weapons. A statue of a powerful and fierce woman on a long-legged horse watches over the fallen soldiers.

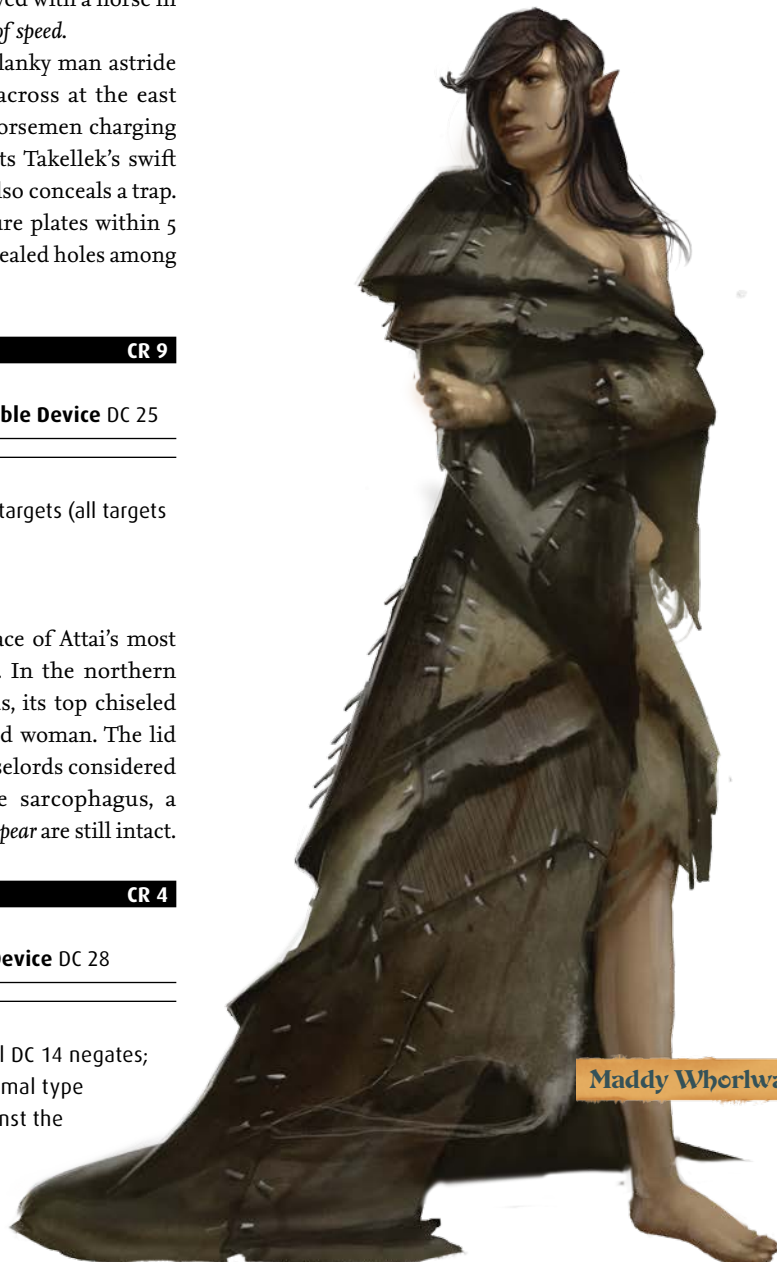
Kahak entered this chamber weeks ago and fell in love with the statue. The nuckelavee added the fat candles atop each sarcophagus to provide some light in his beloved's chamber. He lurks near the statue and attacks any creature entering his "shrine."

KAHAK

CR 11

XP 12,800

hp 104 (see page 12)



Maddy Whorlwalker

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Adventure Hooks

Locals shun the cairn of Attai Horse-Speaker and discourage careless investigation, as they believe the area is haunted by ghostly riders. If the PCs are reluctant to venture into the dangerous Barrowmoor, the following hooks might encourage them to explore the cairn.

Historical Legacy: The PCs might be hired by a scholar interested in Kellid prehistory. Modern Kellids eschew the written word, so distant Kellid history is notoriously vague. Exploration of an ancient Kellid chieftain's well-preserved tomb presents a powerful lure, as it's certain to contain relics of a long-forgotten age. The scholar will be particularly interested in the paintings found throughout the crypt. (As a twist, the scholar might believe that one of the PCs has a direct ancestral tie to Attai himself—a claim the tomb's murals could help corroborate.)

Surveying the Mounds: An eccentric cartographer rejects the local superstition that the cairns within the Barrowmoor appear, disappear, and shift about, actively resisting being catalogued. This cartographer hires the PCs to confirm her map of the mounds in the area of the Usk River, but her map seems wildly inaccurate: most of the indicated mounds are misplaced, and Attai Horse-Speaker's cairn don't appear on her map at all.

The White Riders: Rumors persist of the White Riders, spectral raiders on horseback who ride along the Usk River near Attai's cairn. Locals assume that the recent increase in sightings is a dire omen, but the reality is that these sightings are simply Kahak—or Maddy astride one of her kelpie lackeys—out on a murderous spree. The PCs might have an ally who was researching the White Riders and attempted to stake out a portion of the river, only to mysteriously disappear—perhaps this ally languishes as a prisoner tormented by the kelpies in area 13.

13. Collapsed Chambers

Decades ago, the relentless pressure from an aquifer connected to the Usk River opened a sinkhole beneath these chambers. Many of the stone caskets of Attai's loyal servants fell into the water. The clear, clean water is 15 feet below the floor of the cairn, varying from 10 to 20 feet in depth. The paintings in this room are completely destroyed.

Exiting this chamber via the water requires powerful lungs or the ability to breathe water, as the passage is completely submerged. To the north, several hundred feet of flooded natural passages connect to the Usk River.

The only surviving feature is a statue of a stern overseer on a shaggy pony, keeping a watchful eye over the servants entombed here. The room's current inhabitants—a shoal of kelpies—jammed an *everburning torch* into the crook of the statue's arm, providing illumination in this area.

If confronted with intruders, the kelpies attack, hoping to lure opponents into the watery sinkhole to drown. They capture rather than kill intruders only if specifically directed by Maddy (see area 14).

It's possible to see into part of areas 14 and 15 across the water (and to see into this area from those).

KELPIES (6)

CR 4

XP 1,200 each

hp 38 each (*Pathfinder RPG Bestiary 2* 172)

14. Diplomat's Tomb

This room was once the resting place of one of Attai's closest friends, a diplomatic shaman named Barkek Open-Hand. What remains of the mural in this room depicts a large man with a broad, friendly face speaking to warriors in the act of laying down their weapons. The sarcophagus bears a carving of this man and contains a *circlet of persuasion* and a *wand of calm emotions* with 20 charges.

An *everburning torch* is affixed to the west wall, near the sarcophagus. The eastern side of this room has collapsed into the same watery sinkhole described in area 13.

Maddy Whorlwalker spends her time here creating and discarding plans to recover her shawl. She views intruders as an opportunity, so if she hears any disturbance in area 13, she takes to the water and commands her kelpies (in Sylvan) to capture the brawniest trespassers and bring them to her. Maddy attempts to enthrall intruders with her beguiling aura, using her poison spray to eliminate opponents that resist her charms. Maddy uses her *suggestion* ability to compel enthralled victims to recover her shawl from Attai by any means necessary. If reduced to fewer than 30 hit points, Maddy surrenders and explains her situation through histrionic sobs, hoping to secure aid by cultivating a helpless persona.

MADDY WHORLWALKER

CR 10

XP 9,600

Nereid (*Pathfinder RPG Bestiary 2* 198)

hp 126

15. Processional

This long room is the processional to Attai's burial chamber. The east wall contains several enormous statues depicting Attai's heroic ancestors. An opening in the west wall once held stone doors, but the doors now lie broken on the floor. The stone here is littered with recent corpses from Maddy's failed attacks on the cairn wight: three desiccated boggards, four weedy human fishermen, and a kelpie that displeased her.

The statue in the northernmost alcove has fallen backward through the wall into area 13, creating a passage to the flooded part of that area. The kelpies occasionally spy on Attai from this location, perched upon the feet of the tumbled statue.

16. Horse-Speaker's Tomb

This room holds a series of daises, one atop the other, creating a low staircase up to an iron sarcophagus. This sarcophagus is engraved with much greater skill and detail than the other sarcophagi in this tomb and depicts Attai peering into the distance from atop a horse. The sarcophagus's lid sits askew. The top level of the dais slides aside with difficulty (Strength DC 30), but contains only the remains of six fine horses and metal fragments of the tack they wore.

This tomb is decorated with statues depicting honored ancestors of Attai's clan; the builders intended these statues to inspire Attai's spirit with wisdom and rectitude. Attai typically stands near the statues in melancholy communion. He launches immediately into combat with trespassers and fights to the death. Maddy's shawl is still impaled upon Attai's longspear; Attai doesn't realize its special ability.

ATTAI HORSE-SPEAKER CR 12
XP 19,200
 hp 167 (see below)

Lying against Attai's iron sarcophagus is the *horse-speaker's saddle*.

HORSE-SPEAKER'S SADDLE		PRICE
		16,500 GP
SLOT none	CL 9th	WEIGHT 20 lbs.
AURA moderate divination and transmutation		

This wood-and-leather riding saddle is stitched with icons of warriors on horseback. The saddle is of archaic design, with a thick girth, high cantle, and no stirrups. It automatically resizes to fit any mount from Medium to Huge size.

When the saddle is worn by a mount, its rider can *speak with animals* at will, as the spell. Once per year as a full-round action, the rider can target the animal wearing the saddle with the *awaken* spell. This doesn't predispose the animal toward the rider and doesn't compel the animal to follow the rider's commands; in fact, if the rider has treated the animal cruelly, the awakened animal may attempt to unseat or attack the rider.

CONSTRUCTION REQUIREMENTS	COST 8,250 GP
Craft Wondrous Item, <i>awaken</i> , <i>speak with animals</i>	

Creatures

The following creatures inhabit the cairn.

Attai Horse-Speaker

This wight's ancient armor and weapons have an air of majesty.

ATTAI HORSE-SPEAKER CR 12
XP 19,200
 Male cairn wight barbarian 8 (*Pathfinder RPG Bestiary* 276)
 NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 24, touch 11, flat-footed 21 (+7 armor, +3 Dex, +6 natural, -2 rage)

hp 167 (12 HD; 4d8+8d12+92)

Fort +14, **Ref** +8, **Will** +12; +4 vs. magic

Defensive Abilities improved uncanny dodge, trap sense +2; **DR** 1/—; **Immune** undead traits

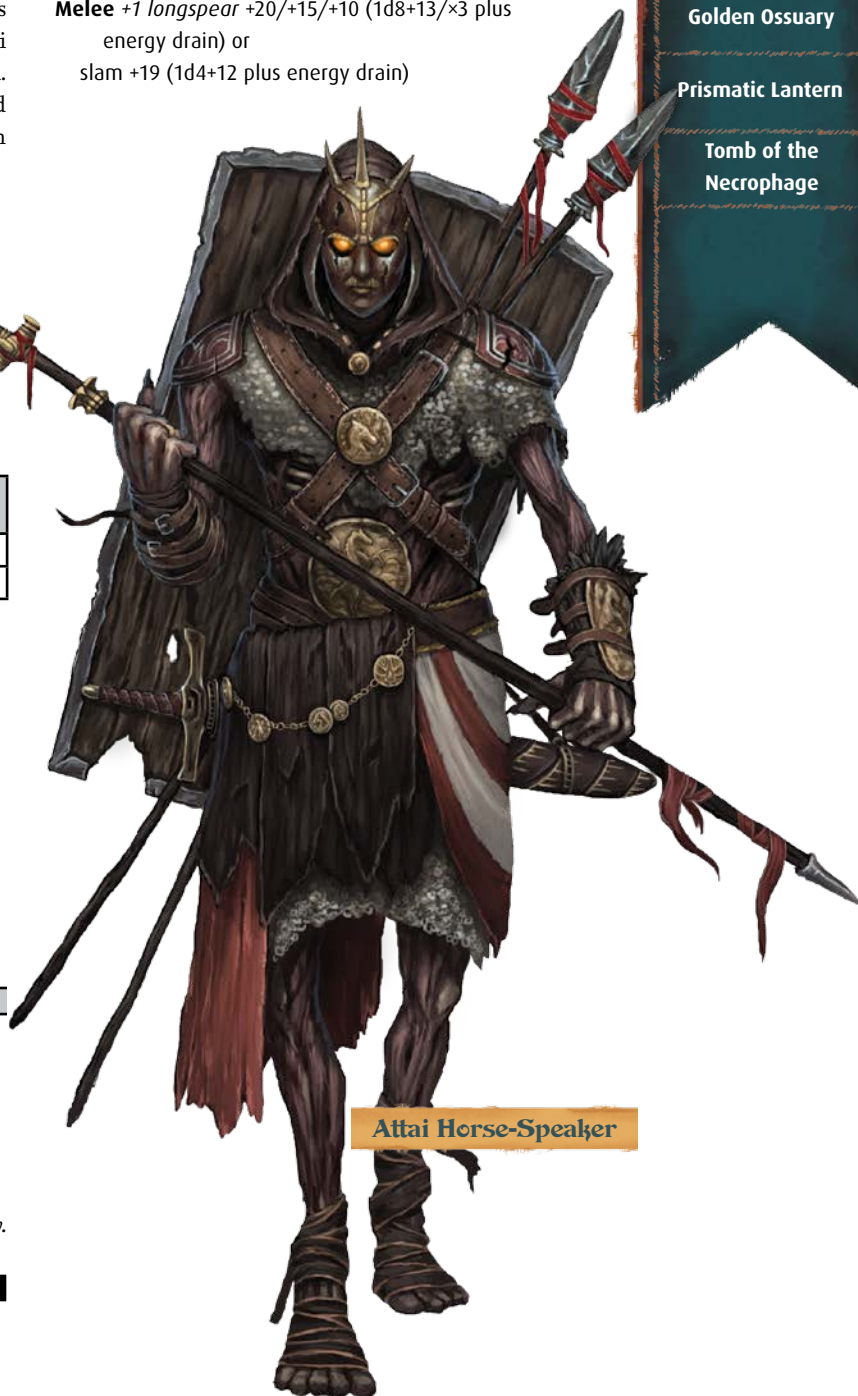
Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee +1 *longspear* +20/+15/+10 (1d8+13/×3 plus energy drain) or

slam +19 (1d4+12 plus energy drain)



Attai Horse-Speaker

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Special Attacks create spawn, energy drain (1 level, DC 19), rage (23 rounds/day), rage powers (ferocious mount^{APG}, strength surge +8, superstition +4, unexpected strike)

TACTICS

Base Statistics When not raging, Attai Horse-Speaker's statistics are **AC** 26, touch 13, flat-footed 23; **hp** 143; **Fort** +12, **Will** +10; **Melee** +1 *longspear* +18/+13/+8 (1d8+10/x3 plus energy drain), or *slam* +17 (1d4+9 plus energy drain); **Str** 22, **Cha** 21; **CMB** +17, **CMD** 32; **Skills** Climb +10, Swim +10.

STATISTICS

Str 26, **Dex** 20, **Con** —, **Int** 15, **Wis** 19, **Cha** 25

Base Atk +11; **CMB** +19; **CMD** 32

Feats Blind-Fight, Combat Reflexes, Leadership, Mounted Combat, Power Attack, Trample

Skills Climb +12, Handle Animal +22, Intimidate +22, Perception +19, Ride +17, Sense Motive +11, Stealth +10, Survival +19, Swim +12; **Racial Modifiers** +8 Stealth

Languages Elven, Giant, Hallit

SQ fast movement

Other Gear +1 *breastplate*, +1 *longspear*, Maddy Whorlwalker's shawl

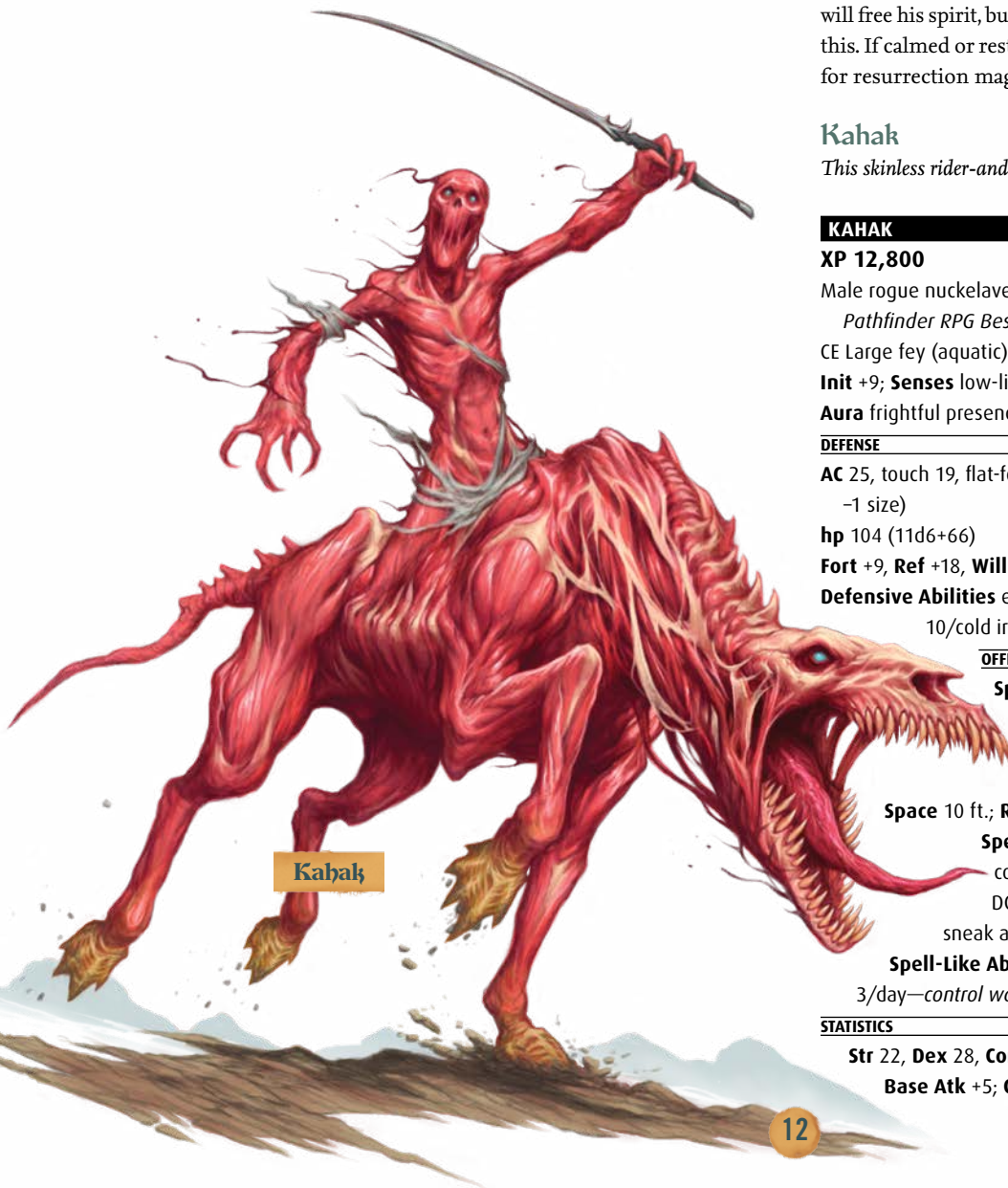
Attai Horse-Speaker was a proud and powerful chieftain among the Kellid horselords millennia ago, until a plague devastated his clan and household. Attai joined his ancestors in the spirit world, but his soul was troubled by his ignoble death and the grief of losing his wives, children, and friends.

When Maddy Whorlwalker and her entourage invaded the room where Attai's sarcophagus stands, Attai's spirit reconstituted his body as a dusty corpse. Furious at the temerity of the trespassers, the undead barbarian drove the nereid and her kelpies from his tomb. In his attack, Attai's longspear snagged Maddy's shawl and tore it from her. The shawl now hangs limply from his weapon.

When Maddy retreated, Attai was overcome with melancholy at his undead state. He seeks solace by communing with the spirits of his ancestors, who have told him that his resurrection, and not merely his destruction, will free his spirit, but the barbarian is unsure how to obtain this. If calmed or restrained, the undead chieftain bargains for resurrection magic to return him to the spirit world.

Kahak

This skinless rider-and-horse being stares with two sets of eyes.



Kahak

KAHAK

CR 11

XP 12,800

Male rogue nuckelavee (*Pathfinder RPG Monster Codex* 248, *Pathfinder RPG Bestiary* 3 203)

CE Large fey (aquatic)

Init +9; **Senses** low-light vision; Perception +17

Aura frightful presence (30 ft., DC 20)

DEFENSE

AC 25, touch 19, flat-footed 15 (+9 Dex, +1 dodge, +6 natural, -1 size)

hp 104 (11d6+66)

Fort +9, **Ref** +18, **Will** +10

Defensive Abilities evasion, improved uncanny dodge; **DR** 10/cold iron; **Immune** disease, poison

OFFENSE

Speed 50 ft., swim 50 ft.

Melee +1 *keen rapier* +11 (1d6+7/15-20), bite +10 (1d8+6 plus disease), 2 hooves +5 (1d6+3 plus disease)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (30-ft. cone, 10d6 damage plus disease, Reflex DC 21 half, usable every 1d4 rounds), sneak attack +5d6, trample (1d6+9, DC 21)

Spell-Like Abilities (CL 9th; concentration +14) 3/day—*control water*, *diminish plants*, *obscuring mist*

STATISTICS

Str 22, **Dex** 28, **Con** 22, **Int** 13, **Wis** 17, **Cha** 21

Base Atk +5; **CMB** +12; **CMD** 32 (36 vs. trip)

Feats Dodge, Lightning Reflexes, Lightning Stance, Mobility, Spring Attack, Toughness, Wind Stance

Skills Acrobatics +23 (+31 when jumping), Escape Artist +23, Intimidate +16, Knowledge (nature) +15, Perception +17, Stealth +19, Swim +28

Languages Aklo, Common, Sylvan

SQ amphibious, rogue talents (fast stealth, lethal infection), undersized weapons

Gear +1 keen rapier

SPECIAL ABILITIES

Lethal Infection (Su) When Kahak makes a successful sneak attack with a natural weapon, he can forgo any number of sneak attack dice to increase the initial save DC of his disease by an equal number. This is a rogue talent that affects sneak attack.

Kahak is a horrid fey who has wandered Nidal for decades. Although Kahak enjoys inflicting diseases as much as any nuckelavee, his preference for grisly mutilations means his victims don't typically survive long enough to suffer from his plague-ridden touch.

Kahak met Maddy several years ago and was beguiled by her aura. Although Kahak has long since shaken off the nereid's enchantment, he continues to be Maddy's unlikely companion. The pair has spent many moonlit evenings racing along the Usk River, capturing and slaughtering travelers and giving new life to the legends of the mysterious "White Riders."

When Maddy discovered the underwater entrance to Attai's cairn, Kahak traveled there with her. With his supernatural affinity for disease of all types, Kahak knew immediately that the cairn contained victims of an ancient plague. He set out to investigate, entering the general's tomb east of the sinkhole. Kahak became infatuated with the crudely chiseled statue of Eketeya Blackspear, and is convinced that the statue represents a nuckelavee goddess. He spends most of every day leaning against the statue, caressing its ancient stone carvings with his disease-ridden fingers. He viciously attacks any creatures—even his erstwhile allies—that intrude upon his goddess's presence. Kahak must occasionally leave his beloved statue to hunt, but his rides along the Usk River are perfunctory affairs, lasting only long enough to ambush and eat an unlucky traveler or animal before returning to the "shrine."

Equine Bone Golem

This mass of bones is shaped like a horse, with bizarre limbs.

EQUINE BONE GOLEM

CR 10

XP 9,600

Advanced variant bone golem (*Pathfinder RPG Bestiary 3* 133)

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)

hp 118 (16d10+30)

Fort +5, **Ref** +7, **Will** +5

DR 5/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 40 ft.

Melee bite +21 (1d8+6), 2 hooves +16 (2d6+3 plus staggered)

Space 10 ft.; **Reach** 5 ft.

Special Attacks bone prison (ranged touch +17), staggering stomp, trample (2d6+9, DC 24)

STATISTICS

Str 22, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +16; **CMB** +23; **CMD** 35 (39 vs. trip)

Feats Improved Initiative^B

SPECIAL ABILITIES

Staggering Stomp (Ex) An opponent hit by an equine bone golem's hoof attack must succeed at a DC 23 Fortitude saving throw or be staggered for 1 round. The save DC is Strength-based.

Although bone golems are usually constructed in a humanoid shape, they can be fashioned into other forms. Among cultures that revere horses, equine bone golems are often a prized variant. Equine bone golems are constructed from the skeleton of a large horse, reinforced with bones from smaller creatures and sealed with sinew and resin. The hooves are weighted with stone or metal to deliver devastating stomp attacks.

Equine bone golems are typically created to guard tombs or cairns of horselords or other people of high station in equestrian societies. A wealthy knight might pay to have the bones of a fallen steed fashioned into a golem to protect her crypt—particularly if the knight prefers guardians created by non-necromantic magic—or a decadent noble might choose to have his favorite racing horse entombed with him.

Construction of an equine bone golem is the same as normal for a bone golem, except that at least one large horse skeleton must be included.

Variant Equine Bone Golems

Some powerful artificers create variant equine bone golems intended to serve as mounts rather than tomb guardians.

Courser Bone Golem (CR +0): Designed to be ridden swiftly into battle, a courser bone golem lacks heavy weights on its reinforced hooves. A courser bone golem loses the staggering stomp ability, but has a base speed of 50 feet and gains the pounce ability.

Destrier Bone Golem (CR +1): A destrier bone golem is fashioned with metal plates to resemble barding, although these plates primarily serve to bolster the golem's structural integrity rather than deflect blows. A destrier bone golem gains a +2 armor bonus to its AC, 20 additional hit points, and Improved Natural Attack as a bonus feat for each of its natural attacks.

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Clockwork Vault

“Thank you for admiring my automaton, but I’m really not much more than a dabbler. Haḳan Mutalib was a true master of clockworks; many of his designs are unmatched even today, two hundred years later. Have you heard of his great vault in northwestern Rahadoum? They say Mutalib hoped his descendants might build on his genius, so he entombed himself and his greatest secrets within a vault of stone and metal, guarded by mechanical contraptions and sealed with puzzles to test the intellect. Rumors hold that Mutalib’s descendants could have bypassed the wards to access their ancestor’s secret lore, but a century ago a sandstorm ended his entire family line. None have yet penetrated the vault to secure Mutalib’s legendary secrets, though I’m not the only one who would give his right hand for the secrets within.”

—Mafeq Al-Haddin, inventor



Hakan Mutalib was a talented, eccentric clockworker. In the years before his death in 4520 AR, Mutalib constructed a massive vault inside a mesa near the town of Hapkani in western Rahadoum to serve as his tomb and legacy. He expected his descendants to unlock his vault's secrets, but his line died out, leaving the mysteries unsolved. Hapkani has declined in importance and population over the past few decades as desert sands have slowly claimed its outlying farmlands, but the few hardscrabble locals can still point the way to the mesa housing the inventor's vault.

Mutalib's vault is guarded by constructs the inventor set in place before his death. Although many of these clockwork constructs are the size of small children's toys, they still pose a danger to incautious PCs. The most alert and active of the constructs, a clockwork soldier known as the Ageless Dervish, guards the only entrance into the vault.

Three rooms within the vault are constructed on mighty clockwork pistons that ascend and descend to provide access throughout the structure. This access isn't easily gained, for Mutalib's vault contains puzzles to test explorers' intellects and powers of observation; only correct answers cause these rooms to move into place.

Several rooms in Mutalib's vault showcase his bizarre inventions and curious discoveries. The treasures Mutalib held most dear—the unfinished schematics he hoped his descendants would one day complete and put to use—are stored in his urn at the top of the vault. The urn itself is an intricate clockwork machine guarded by a clanking, steaming golden construct designed to dissuade robbers.

History

Mutalib crafted many cunning and revolutionary clockwork items, but as he entered old age, he realized someone else would need to refine and perfect the design of many of these creations. Mutalib raised three children, but he considered them to be intellectual disappointments. His hope was that his children would carry on his line, and perhaps his grandchildren or great-grandchildren would be worthy successors to his life's work. To preserve his secrets for his descendants, Mutalib devoted his final years to creating a resting place worthy of both himself and his creations.

Mutalib dug rooms out of a nearby mesa, constructing an elaborate vault to house his remains beside his unfinished schematics and other treasures. Three of the rooms inside the vault elevate or descend, making the interior a clockwork puzzle. Mutalib crafted the control mechanisms for these rooms as riddles to test his heirs. He also included rooms to showcase his favorite inventions, making his vault as much a museum as a tomb. A tall spire capped with a stylized gear symbol rotates continuously above the mesa, powered by mechanisms in the vault.

Mutalib had engineered several unique varieties of clockwork constructs throughout his life, so it was a simple matter to repurpose some to defend his vault.

He programmed each of these constructs to permit those who bear his blood to pass, so his descendants could traverse the vault unmolested while rivals would face strong opposition.

Finally, Mutalib installed intricate nested locks in the doors of his vault. He bequeathed the keys to these doors to his grandchildren, expecting they would become scattered heirlooms that a descendant would one day recover from his kin. Mutalib hoped his most clever descendants would work together to assemble the keys, prove their intellectual prowess by puzzling their way through the tomb, and use Mutalib's plans to begin successful careers of their own.

Mutalib finished his vault in 4519 AR and felt his death approaching the following spring. He retreated to his vault, set all his traps, and carefully placed his most cherished possessions into a clockwork urn. He activated his most powerful clockwork creation—a towering golden automaton whose body emanated intense heat—and commanded the construct to lift him into its arms. When the inventor was reduced to ash, the golden defender poured Mutalib into the urn with his treasures. The vault was ready for Mutalib's descendants to claim their ancestor's treasures.

Unfortunately, fate had other plans for Mutalib's family. Decades after Mutalib died, a ferocious sandstorm swept through Hapkani, burying much of the town and killing most of its residents—including Mutalib's children and grandchildren. The keys to the clockworker's fabulous vault were lost or stolen, and Mutalib's tomb became a neglected curiosity on the outskirts of a dying town.

The vault and its cunning constructs were designed for durability, but the clockworker never expected them to remain operational for 200 years. Still, other than a few mishaps due to their age—the clockwork toys have rusted and the golden defender sprang a leak of molten metal—the vault's denizens remain in astonishingly good condition.

Description

Mutalib's vault is built into an irregular, steep-sided mesa 200 feet long and 150 feet wide. The mesa is higher at the southern end, and a tall, slowly rotating spire rises 100 feet from the highest point. This spire is topped with a steel symbol 15 feet across that resembles a gear or a stylized sun.

The only entrance to the vault is on the northeastern side of the mesa. Three massive columns support a portico of smooth stone, shielding the metal door leading into the vault. The vault fills most of the mesa and extends deep below the ground, as certain rooms ascend and descend based on the settings of the puzzles within.

Features

The rooms within Mutalib's vault are made of smooth stone and are 15 feet high. Many of the walls are carved with regular alcoves, making it appear as though the visitor were walking inside a massive gear. Despite Mutalib's efforts to keep his vault sealed, a fine layer of desert sand covers most surfaces. The vault is unlit, though ambient light fills area 1.

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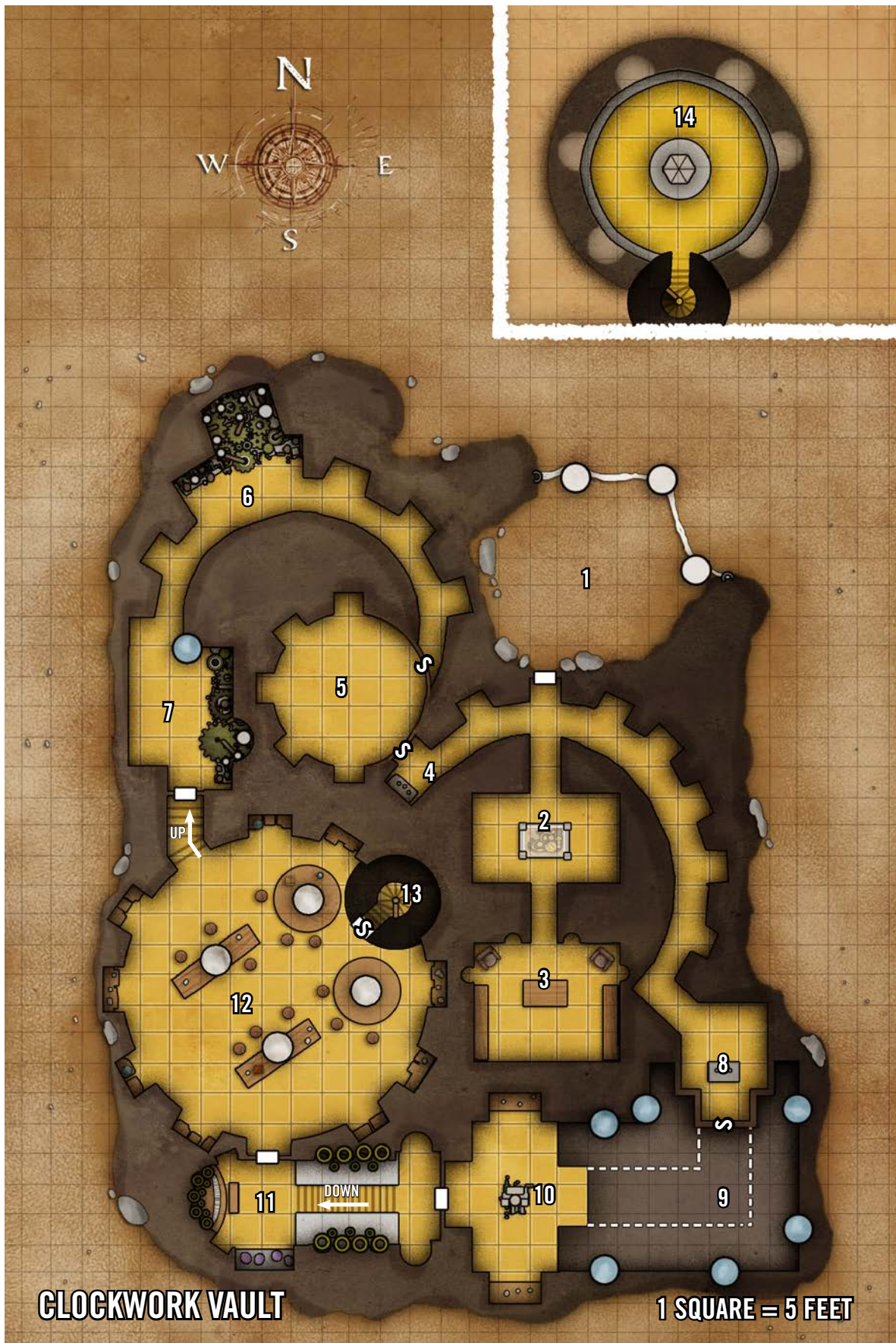
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CLOCKWORK VAULT

1 SQUARE = 5 FEET



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The vault's interior contains only three doors, each constructed of iron (hardness 10, hp 60, break DC 28) locked with a nested lock of Mutalib's invention (see area 1). Mutalib bequeathed the keys to these locks to various descendants with the hope they would work together, but the keys are now lost. Several passages in the vault are sealed with heavy steel slabs that rise only when the puzzles on the slabs are solved or disabled (see areas 4, 8, and 12).

1. Ageless Dervish

The only entrance to Mutalib's vault is in the center of the mesa's northern wall, beneath a stone portico that keeps storms and wind from battering the door directly. Three stout stone pillars support the portico. A clockwork guardian called the Ageless Dervish patrols this area, waving away any creatures that come within 60 feet of the door and attacking anyone that approaches within 40 feet. This guardian wears a turban and robes that appear to be of a silvery white cloth, but they are actually constructed of a fine metal mesh designed to repel sand from the soldier's delicate internal mechanisms. This metal mesh clothing is worth 250 gp.

AGELESS DERVISH

CR 6

XP 2,400

Clockwork soldier (*Pathfinder RPG Bestiary 3* 57)

hp 64

Melee +1 scimitar +14/+9 (1d6+10/18-20),
mwk kukri +10 (1d4+4/18-20)

The iron door leading into the vault is protected by one of Mutalib's complicated nesting locks. Sand has blown into the locking mechanisms here, making them slightly easier to open; Disable Device checks to open the locks have a +2 circumstance bonus.

Nested Lock: This intricately crafted clockwork lock consists of three interconnected locking mechanisms: an inner lock nested within a central lock, which is in turn embedded within an exterior lock. These nested locks must be opened in order; the central lock is inaccessible until the exterior lock is opened, and the inner lock can't be reached until the central lock is unlocked. Each lock fits a separate key, and each requires a separate Disable Device check to unlock (DC 20 for the exterior lock, DC 25 for the central lock, and DC 30 for the inner lock). Failing a Disable Device check to open any of the locks causes all previously opened locks to snap closed. Nested locks are forged with durable oils that give each lock 5 points of resistance against energy damage, hardness 10, and 45 hit points. A nested lock costs 200 gp.

2. Map Room

This room contains a low stone table bearing a delicate metal model of Mutalib's vault. As Mutalib expected his own descendants to be exploring his tomb, he wanted to make sure to orient them appropriately without providing too many hints as to the wonders and dangers they would face.

This model has no roof and represents the layout of areas 1 through 13 in accurate detail. Areas 5, 9, and 13 are built on springs and bounce slightly if touched. Area 14 is not represented in the model at all.

Although the model does not depict any features in the rooms, some of the map rooms contain a pin with a small metal flag engraved with a single word in Osiriani; others contain a red circle on the floor. The flagged rooms are area 2 ("Map"), area 6 ("Food"), area 7 ("Fashion"), area 10 ("Beauty"), and area 11 ("Music"). The red circles are just outside of the front doors of the model (area 1), and in areas 5, 9, and 12; these circles are intended to draw attention to those rooms for the purpose of solving the puzzle in area 12.



Ageless Dervish

Adventure Hooks

The PCs might simply pass Mutalib's vault and decide to investigate, but the following hooks provide the PCs a specific reason to explore the clockworker's vault.

Bound by Blood: Aziza Batib, a descendant of one of Mutalib's cousins, heard that Mutalib's blood relations can bypass the vault's guardians. Batib has no interest in exploring the vault in person, but offers a vial of her blood in exchange for one-quarter of the treasures the PCs can recover. Unfortunately for the PCs, Aziza's hereditary connection is too distant for her blood to be wholly effective; the bearer of the vial gains merely a +2 insight bonus to AC against attacks from constructs in the vault.

Carnival Master: The ringmaster of a traveling circus called Madame Tellane's Mundivagant Carnival needs the PCs' assistance. The centerpiece of Tellane's carnival is an antiquated calliope originally crafted by Mutalib. Last week, the carnival's rust monster escaped and snacked on the calliope's vital clockworks. Tellane offers the PCs 1,000 gp to obtain Mutalib's calliope schematics from the vault. If the PCs successfully disassemble the functioning calliope in area 11 and return it to Tellane, she's ecstatic and doubles her promised reward in exchange for the working calliope and Mutalib's schematics.

Clockwork Conspirators: A secret cabal of sentient constructs knows that Mutalib invented clockwork components able to withstand supernatural heat. Through human intermediaries, this cabal hires the PCs to plunder Mutalib's vault; the PCs' mysterious employers even provide a key that unlocks the innermost locks of each of Mutalib's famed nested locks (see area 1). The PCs' patrons eagerly purchase the melted slag from the golden defender in area 14, hoping to reconstruct Mutalib's secrets; however, the paranoid cabal thereafter sends clockwork assassins after the PCs to silence them.

3. False Library

Two bookcases flank this room on the east and west. Each is tightly packed with books that have tantalizing titles such as *Secrets of the Clockworker's Trade*, *Lost Lore of Alkenstar*, and *Ninety-Nine Critical Schematics*. Removing any book triggers its shelf's trap. The books are blank except for the first page of each, which reads, "Valuable lore is not so easily gained."

TRAPPED BOOKSHELVES (2) **CR 5**

XP 1,600 each

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (variant *fireball*, 6d6 electricity damage, Reflex DC 14 half); multiple targets (all creatures in area 3)

4. Age Combination Puzzle

This hall ends at a doorway blocked with a solid steel slab. This metal slab is locked into place; it weighs 6,000 pounds and is 2 feet thick. The slab can't be forced open, but massive underground clockworks push it upward if the puzzle on the door is solved or disabled.

The slab's center is fitted with three dials, positioned from right to left. Each dial can be rotated to show one number at a time, from 1 to 12. Above the dials are carved the words: "I once noted that the ages of my three children added up to 23, though each was at least 4 years apart from the others. From oldest to youngest, how old were my children?" The solution is 12, 8, and 3. If the players are stumped by the puzzle, a PC can deduce the solution with a successful DC 20 Knowledge (engineering) or DC 15 Intelligence check. Setting the dials in this order causes area 5 to ascend with a grinding noise over the course of 1 round, pushing open the metal slab as it rises and providing access to area 5.

Setting any other combination triggers the trap on the metal slab, cursing the creature that entered the wrong combination with the effects of old age.

AGE COMBINATION PUZZLE **CR 6**

XP 2,400

Type magic; **Perception** DC 29; **Disable Device** DC 29

(successfully disabling this trap causes area 5 to rise, pushing the metal slab upward)

EFFECTS

Trigger touch; **Reset** automatic

Effect spell effect (*bestow curse*, -6 penalty to Strength, Dexterity, or Constitution [determined randomly], Will DC 16 negates)

5. Cobra Guardians

This small, round room rises into place only when the puzzle in area 4 is successfully solved or disabled, and connects to areas 4 and 6. The room contains three iron cobras that attack as soon as this room rises to connect to area 4. Instead of poison, each cobra holds a *potion of ghoul touch* in its reservoir that inflicts the spell upon the first target bitten by the cobra (Fortitude DC 13 negates). These relentless guardians pursue trespassers anywhere in the vault.

IRON COBRAS (3) **CR 2**

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary* 182)

6. The Salubrious Contrivance

The eastern egress from this room is blocked by a metal slab like the one in area 4 (unless area 5 has been raised); this one bears no puzzle and can't be used to raise area 5.

This room showcases a device that grinds organic refuse with spices to create nutritious paste. Mutalib had hoped this invention would revolutionize nutrition in orphanages and mines, but he never found a buyer due to the device's cost and complexity, and the paste's rotten tang.



A thick tapestry hangs across this room's curved southern wall. The tapestry shows the machine—a blocky structure outfitted with a variety of tubes and canisters—in the dining hall of an orphanage. Happy cooks operate the machine for a line of comically ragged orphans lining up before several nozzles on the machine. The orphans closest to the nozzles raise steaming bowls of porridge.

An alcove to the north holds a replica of the machine, which was never designed to function and is basically valueless. A patch of green slime has grown over the stone grinding plates deep within the replica. Any attempt to operate or open the replica sprays green slime over the adjacent squares.

CONTAMINATED REPLICA CR 5

XP 1,600

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger touch; Reset none

Effect Atk +5 melee touch; on a hit, victim is exposed to green slime (*Pathfinder RPG Core Rulebook* 416); multiple targets (all creatures within 5 feet of the replica)

7. Automated Wigmaker

The southern door in this room leads to area 12. It's made of iron and locked with a nesting lock similar to the one in area 1. The northern exit from the room connects to area 6.

This display room presents one of the few machines that gained Mutalib financial success: a device that shreds rags or cloths and sews them into a wig. Although cloth made from animal hair produces a realistic-looking wig, rival theaters in Cheliax and Taldor soon learned that putting colorful cloth of varying textures into the machine produces wigs of outre colors and designs.

Three tapestries along the room's western wall show the automated wigmaker at work. The mechanism that's depicted resembles a mechanical crab with claws hovering over a featureless metal bust. A chute protrudes from the crab's back to accept cloth. A dial on the rear of the machine activates it for 2d4 rounds: the cloth in the chute is shredded in the crab's body, spun by its legs, and woven into a wig around the bust. On the northern tapestry, the automated wigmaker produces a stylish brunette wig from bolts of woolen cloth. On the center tapestry, the wigmaker produces a gentleman's wig from white yarn. On the southern tapestry, the wigmaker produces a huge multicolored wig from a pile of colorful rag scraps.

A replica of the machine stands on a pillar in this room, its claws dangling over empty air—the replica has no metal bust. The replica doesn't destroy cloth or create wigs, but it can rapidly piston its needle-tipped legs back and forth. Anyone foolish enough to stand beneath the replica when it's activated risks being grappled by the machine's legs. Grappled creatures take 1d6 points of damage each round until they break free or the machine stops. (Treat the replica as having a CMB of +10 and a CMD of 18 for purposes of

grapple checks.) Any creatures grappled are automatically released when the machine stops. The replica contains several valuable parts worth 300 gp in total.

8. Age Difference Puzzle

A steel slab like the one in area 4 fills the southern doorway. In the center of the room is a raised contraption fitted with a dial that shows a single number at a time, from 1 to 20. Above the dial are carved the words: "When I was 35, my son told me, 'My brother is now twice the age I will be in 1 year; 2 years ago, my sister was twice my age at the time; today, our three ages together equal yours.' How old was my son when he said this?" The solution is 7 (the sister is 12, and the brother is 16); setting the tumbler to 7 causes area 9 to ascend with a grinding noise over the course of 1 round, pushing aside the metal slab as it rises and providing access to area 9. A PC can deduce the solution with a successful DC 20 Knowledge (engineering) or DC 15 Intelligence check.

Setting the tumbler to any other number triggers the trap on this door, cursing the creature pressing the button with childlike mental faculties.

AGE DIFFERENCE PUZZLE CR 6

XP 2,400

Type magic; Perception DC 29; Disable Device DC 29

(successfully disabling this trap causes area 9 to rise, pushing the metal slab upward)

EFFECTS

Trigger touch; Reset automatic

Effect spell effect (*bestow curse*, -6 penalty to Intelligence, Wisdom, or Charisma [determine randomly], Will DC 16 negates)

9. Genie Guardians

Illusory walls in this room depict a cloud-filled sky above a deep ravine. A 10-foot-wide walkway extends across the room only when the puzzle in area 8 is solved or disabled; it provides access between areas 8 and 10. Six mechanical efreet spring to attack as soon as the walkway extends to connect to area 8. The constructs pursue intruders anywhere in the vault.

MECHANICAL EFREET (6) CR 1

XP 400 each

hp 5 each (see page 22)

10. Origami Machine

The east exit from this room is a vast chasm unless area 9 has been raised into position. Creatures in this room can hear the mephit's discordant piping from area 11. An iron door to the west is locked with a nesting lock, like the door in area 1.

This showroom displays a machine that folds paper into an origami butterfly and launches it skyward so that it flutters to the ground. The 80-pound machine is the shape of a rain barrel and adorned with colorful carvings of

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flowers in brass, copper, and silver. A metal crank sits atop the machine, between a small chute that curves gracefully into the air and a square intake tray at the machine's rear. The tray can hold a stack of several hundred sheets of paper; 300 sheets of brittle, colorful paper sit in the tray when the PCs arrive.

If the crank is turned 1 full rotation, the machine clicks to life for 5 minutes. The machine draws paper from the intake tray at a rate of one sheet per second, launching a colorful origami butterfly into the air 1 round after drawing in a sheet. If all 300 sheets of paper remain in the tray, the machine folds all of them into butterflies and shoots them out before deactivating. The machine is extremely delicate; the entire machine jams if the machine pulls anything other than paper from the tray, if its exit chute becomes blocked for more than 10 seconds, or if it is moved from its base. A successful DC 20 Craft (clockwork) check is required to return the machine to operation. The machine is worth 500 gp if operational, or half that if sold while jammed.

A tapestry on the south wall depicts hundreds of butterflies flitting over a field of flowers; it's intended to serve merely as a backdrop for the machine's operation.

11. Calliope

Mutalib had commercial success with his mechanical calliopes, but found them to be simple contraptions that weren't really worth his time. The calliopes used automated bellows to compress air, with shiny whistles and polished chimes positioned over a collection of gears and a simple keyboard. Mutalib's calliopes are recognizable by their burnished metal housings decorated with cogwheel motifs.

A long tapestry on the southern wall depicts a parade of Mutalib's calliopes along a street in Hapkani crowded with awestruck onlookers. A long flight of stairs descends from the east. Set high in the walls on either side of the stairs is a set of four gleaming whistles of various sizes. On the western wall, a bench sits before a panel with many keys like those of a piano. The room as a whole is a fully functioning calliope. The machine weighs 400 pounds and can't be moved from this room without disassembling it—which requires a successful DC 20 Knowledge (engineering) check to avoid destroying the instrument—but the calliope would fetch 1,400 gp from a collector of eclectic instruments. A door to the north leads to area 12; it is made of iron but is unlocked.

A salt mephit named Mellak slipped into the vault before Mutalib activated its guards and traps, and has been obsessed with this calliope for decades. Mellak spends most days playing the same series of lively tunes on the noisy instrument; her music can be clearly heard from area 10. Mellak is irascible but not immediately hostile, especially if a PC compliments her musical skill. However, any PC who demonstrates superior talent with the calliope (by succeeding at a DC 20 Performance [keyboard instruments] check) or who tries to disassemble the mechanism earns Mellak's ire, provoking her to attack.

MELLAK

CR 4

XP 1,200

Advanced salt mephit (*Pathfinder RPG Bestiary* 294, 203)

hp 25

Skills Fly +12, Perception +8, Perform (keyboard instruments) +10, Stealth +14

12. Toy Room

Cogs and springs cover the benches and shelves of this untidy workshop, which is also littered with hundreds of clockwork toys in various states of disrepair. This room once contained completed toys in orderly displays, but the room's unusual inhabitant cannibalized them over the years, creating the current mess.

Half of the toys here are ordinary clockwork toys, but scattered throughout the room are 300 specific toys, each about 1 foot in height, that comprise a single amalgamated construct: a clockwork junk golem. When the PCs arrive, the creature is in its disincorporate form, its swarm of component clockwork toys lying among the detritus of the room. A successful DC 25 Perception check is required to notice that the components are making tiny movements, turning their heads to watch the PCs or sneakily winding one another up.

If the PCs enter the room's center, the swarm of toys combines into a hulking clockwork golem to repel them. The toy golem does not pursue PCs out of this room; instead, it slowly heals itself with the room's scattered clockwork parts and returns to its disincorporate state to await the PCs' return.

TOY GOLEM

CR 5

XP 1,600

hp 53 (see page 23)

The working toys that remain are in poor shape, but eight of them are nice enough to fetch 100 gp each. Another toy—a 6-inch-tall, drumming hippopotamus—functions as a *clamor box* (*Pathfinder RPG Ultimate Equipment* 289).

The doorway to the northeastern portion of the room is blocked by another steel slab. On the slab are carved the words "Have you been observant?" and the sequence "1, 3, 6, ?" Below the sequence, six metal levers bear the numbers 8, 9, 10, 75, 300, and 640, respectively. The solution is 300, which can be determined from observing either the number of guardians in the vault (one Ageless Dervish, three iron cobras, six mechanical efreet, and 300 components to the toy golem) or the displays of Mutalib's inventions (one food machine, three wig tapestries, six calliope whistles, and 300 origami butterflies). Pulling the "300" lever causes area 13 to rise and push the slab aside. Pushing any other button triggers a trap that blasts the room with disorienting magic.

Unlike the math-based puzzles in this tomb, this puzzle requires observation and memory. The red circles on the model in the map room (area 2) are clues to help the PCs solve this puzzle. A PC can also deduce the solution with a successful DC 18 Wisdom check.



GUARDIANS PUZZLE TRAP CR 5

XP 1,600

Type magic; Perception DC 29; Disable Device DC 29
(successfully disabling this trap causes area 13 to rise)

EFFECTS

Trigger touch; Reset immediate

Effect spell effect (*confusion*, CL 7th, Will DC 16 negates); multiple targets (all targets in a 15-ft.-radius burst)

13. Auger

This room rises when the puzzle in area 12 is solved or disabled. It contains only a set of spiral stairs around a thick metal post. The post turns slowly, driven by gears beneath the mesa, so the stairs rotate around the post like a screw. The post continues up to area 14 and through the ceiling there, connecting to the spire rising high above the mesa.

14. Mutalib's Legacy

The stairs in area 13 ascend to an alcove at the south end of this hemispherical room. A large urn made of interlocking steel gears occupies the center of this room. The air is stifling and warm due to the heat emanating from a golden statue of an elderly human man standing at the north end of the room. The statue is Mutalib's final guardian: a golden defender. The construct attacks if anyone enters the room.

The golden defender is constructed around a sealed interior cylinder containing molten gold. Its winding key is built into its left side, and the machine can wind itself when necessary. The construct can't speak, but it's accompanied by a faint hissing as the heat emanating from its body boils away moisture in the air.

If reduced to 0 hit points, the golden defender's inner cylinder ruptures, spewing molten gold and reducing the entire construct to slag worth only 7,500 gp as the gold mixes with the non-gold elements of the construct.

GOLDEN DEFENDER CR 7

XP 3,200

hp 74 (see below)

Touching the urn causes its gears to rotate, unfolding the urn like a flower. Inside the urn is a small wooden box filled with Mutalib's ashes, four large scroll tubes, a pair of *engineer's workgloves* (*Ultimate Equipment* 234), and a folded *all tools vest* (*Ultimate Equipment* 220).

The scroll tubes contain what Mutalib considered to be his greatest treasures: the schematics he didn't have time to finish. The nature of the clockwork wonders these plans propose is up to you; they might be revolutionary (such as an airship with clockwork wings or a clockwork exoskeleton granting immense strength) or merely eccentric (such as an automated greenhouse or mechanical beehive). At your discretion, an attempt to finish one of these schematics might launch new adventures.

Creatures

The following creatures inhabit the Clockwork Vault.

Golden Defender

This golden statue of an elderly man radiates intense heat.

GOLDEN DEFENDER CR 7

XP 3,200

Giant clockwork variant golden guardian (*Bestiary* 3 291, 304; *Pathfinder Module: City of Golden Death* 29)

N Large construct (clockwork)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 22, touch 9, flat-footed 20 (-2 Dex, +2 dodge, +13 natural, -1 size)

hp 74 (8d10+30)

Fort +2, Ref +2, Will +2



Golden Defender

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Defensive Abilities conductivity, heat shimmer,
DR 5 adamantine; **Immune** construct traits, electricity,
 fire; **SR** 18

OFFENSE

Speed 20 ft.
Melee 2 slams +13 (2d6+6 plus 1d6 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks molten core

STATISTICS

Str 22, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +8; **CMB** +15; **CMD** 25
Feats Improved Initiative[®], Lightning Reflexes[®]
SQ difficult to create, swift reactions, winding

SPECIAL ABILITIES

Conductivity (Ex) A magical attack that deals electricity damage speeds up the golden defender as the *haste* spell for 1d4 rounds. The golden defender gets no saving throw against electricity effects.

Heat Shimmer (Ex) The intense heat radiating from the golden defender's body creates a wavering shimmer in the air that makes the construct difficult to see clearly. This gives the golden defender concealment (20% miss chance).

Molten Core (Ex) The golden defender's body generates intense heat, dealing an additional 1d6 points of fire damage whenever it hits with a melee attack, as well as 1d6 points of fire damage each round to any creature in a grapple with the construct. Creatures attacking the golden defender with unarmed strikes or natural weapons are also subject to this damage. Additionally, when reduced to 0 hit points, the golden defender superheats and instantly melts into a pile of molten gold. All creatures within a 10-foot-radius spread take 6d6 points of fire damage (Reflex DC 14 half). The save DC is Constitution-based.

Although the golden defender is not the most complicated construct Mutalib built, the inventor literally poured his wealth into it. Covered in gilded metal plates, the golden defender is carved to resemble an elderly Mutalib wearing a simple vest and working smock. The golden defender is 10 feet tall and weighs 3,000 pounds.

Construction

A golden defender's creator must start with heat-resistant clockwork pieces worth 1,000 gp. Due to the sheer weight of solid gold required to make the creature, much of it is constructed from other metals or gold alloys. The creator must, however, provide 400 pounds of gold plating and 200 pounds of molten gold—in total, 30,000 gp in raw gold.

GOLDEN DEFENDER

CL 12th; **Price** 58,000 gp

CONSTRUCTION

Requirements Craft Construct, *blur*, *fabricate*, *fire shield*, *geas/quest*, and *wall of fire*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 44,500 gp

Mechanical Efreeti

This crimson-skinned genie has an artificial, sculpted appearance.

MECHANICAL EFREETI

CR 1

XP 400

N Tiny construct (clockwork)
Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 16, flat-footed 14 (+2 Dex, +2 dodge, +2 natural, +2 size)

hp 5 (1d10)

Fort +0, **Ref** +4, **Will** +0

DR 10/adamantine; **Immune** construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +1 (1d3–2 plus burn)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks burn (1d6 fire, DC 10)

STATISTICS

Str 6, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** +1; **CMD** 11

Feats Improved Initiative[®], Lightning Reflexes[®]

SQ difficult to create, swift reflexes, winding

Mechanical genies are best used as stationary guards rather than scouts, and are often placed in pairs so they can wind each other up. They stand 2 feet tall and weigh around 8 pounds.

The most common mechanical genie is that presented above. A mechanical efreeti has a face sculpted into a permanent scowl and an inner boiler to heat its large fists.

Construction

A mechanical efreeti requires intricate gears and other components worth 500 gp.

MECHANICAL EFREETI

CL 7th; **Price** 3,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *fireball*, *lesser geas*, creator must be at least caster level 7th; **Skill** Craft (clockwork) DC 15; **Cost** 2,000 gp

Variant Mechanical Genies

Other mechanical genies exist, each with variations based on the associated genie.

Mechanical Djinni: This construct flies by means of cunning propellers mounted under its torso in place of legs. A mechanical djinni loses the burn ability but gains a fly speed of 20 feet with clumsy maneuverability. When charging while flying, a mechanical djinni doesn't provoke attacks of opportunity when entering its opponent's square, and it gains a +2 bonus on damage rolls. Construction of a mechanical djinni requires *fly* in place of *fireball*.



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Mechanical Janni: A mechanical janni loses the burn ability, but its slam attack deals slashing damage with a critical threat range of 18–20 and an additional 1d4 points of bleed damage. Construction of a mechanical janni requires *keen edge* in place of *fireball*.

Mechanical Marid: A mechanical marid is quick but tends to be erratic. It loses the burn ability, but gains a swim speed of 30 feet and Swim skill of +6. Its base speed increases to 40 feet, and it gains a +2 bonus on attack and damage rolls against creatures in or touching water. Its construction requires *haste* in place of *fireball*.

Mechanical Shaitan: A mechanical shaitan loses the burn ability, but gains an additional slam attack and a +4 bonus to Strength. Creation of a mechanical shaitan requires *stone shape* in place of *fireball*.

Toy Golem

This amalgam of mechanical toys clacks and whirs.

TOY GOLEM CR 5

XP 1,600

Clockwork variant junk golem (*Pathfinder RPG Bestiary 4* 304, 132)

N Medium construct (clockwork)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 11, flat-footed 19 (–1 Dex, +2 dodge, +10 natural)

hp 53 (6d10+20); clockwork repair

Fort +2, **Ref** +3, **Will** +2

DR 5/adamantine; **Immune** construct traits, magic

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee 2 slams +10 (1d6+4 plus disease)

Special Attacks disease

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +6; **CMB** +10; **CMD** 21

Feats Improved Initiative^B, Lightning Reflexes^B

SQ difficult to create, disincorporate, swift reactions, winding

SPECIAL ABILITIES

Clockwork Repair (Ex) The toy golem has fast healing 2 when in an area with a high concentration of clockwork parts, such as Mutalib's workshop or the area created by a similar golem's disincorporate ability.

Disease (Ex) *Tetanus*: Slam—injury; *save* Fort DC 13; *onset* 1d6 days; *frequency* 1/day; *effect* 1d4 Dex damage. Each time a victim takes Dexterity damage from tetanus, there's a 50% chance its jaw muscles stiffen, preventing speech and the use of spells with verbal

components for 24 hours; *cure* 2 consecutive saves. The save DC is Constitution-based.

A toy golem is 6 feet tall and weighs about 450 pounds; each component toy is only 1 foot tall and weighs 1-1/2 pounds. The components that make up the golem are capable of winding one another up if they can reach each other.

Construction

A toy golem requires approximately 300 tiny clockwork components worth a total of 1,000 gp.

TOY GOLEM

CL 7th; **Price** 16,000 gp

CONSTRUCTION

Requirements Craft Construct, *lesser geas*, *false life*, *minor creation*, creator must be at least caster level 7th; **Skill**

Craft (clockwork) DC 17; **Cost** 8,500 gp





Everforge

I saw it once, the spirit foundry hidden under the mountain. I was just a boy, yet I knew even then that I was in the presence of the divine. Its shifting form danced with the souls of heroes tempered from iron and steel. Its scorching furnace flames crackled in every shade of scarlet and gold, but when the high priestess struck it with Hearthhammer, its autumn-hued fires turned the color of ice. That pale inferno guides dwarven spirits to the afterlife, and before I die, I yearn to bathe in its holy glow—to find my rest at its hearth, so its blaze can funnel me into Magrim’s realm. Come with me. Take my aged bones to Kravenkus, and guide my failing body into the fires of Everforge.

—The last recorded words of Brundiġar Thurġar



Cradled within the rocky crags of the World's Edge Mountains, eternally shrouded beneath the abandoned spires of the Sky Citadel Kravenkus, sits the dwarven tomb called Everforge. Renowned as the final resting place of the dwarven oracle Naika Omenspeaker, this tomb houses a powerful relic linking Golarion to Pharasma's halls of judgment in the Boneyard. The artifact, known as the *Soulforge*, is an everburning bastion of bright flames that accepts petitioners into the dwarven afterlife, allowing them to be immediately judged by the Lady of Graves and—if found worthy—passed on to Magrim, the dwarven god of the underworld.

Carved from the mountain itself, the tomb's grand halls, wide avenues, and silent thoroughfares soothe even the most claustrophobic visitor, and hundreds of colossal pylons and other marvels of engineering provide support for its vaulted chambers. Once filled with clergy and pilgrims from every known dwarven stronghold, the site now lies abandoned on the Sky Citadel's outskirts, deserted when the resources required to guard its Darklands gate proved too great for Kravenkus's leaders to justify.

Unfortunately, any site so tethered to divine power eventually garners the attention of covetous enemies, and no enemy is more concerned with access to the dwarven underworld than the dwarves' twisted brethren, the duergar. Among the most powerful duergar in the Darklands are the chosen of Droskar known as the Taskmasters—11 paragons of the race granted near-immortality by their god so long as they continue to toil for him. Those who fail in the eyes of their deity die suddenly and often painfully, and are believed to be denied access to Droskar's realm in the afterlife. In recent years, six of the Taskmasters have died unexpectedly. Fearing for his own immortality, one of the surviving Taskmasters, the spider swarm-bodied Styriax Hakazor, has ventured into the fabled tomb himself in the hope of winning Droskar's favor forever. Rather than relying on his own ability to toil endlessly for his deific master, Styriax hopes to corrupt Everforge's famous *Soulforge* to send the souls of great dwarven artisans not to Magrim, but to the Dark Smith—to toil in Styriax's stead for eternity, ensuring the Taskmaster's everlasting life.

History

An ancient sect of Toragdan soothsayers known as the Stoneseers dedicated their lives to both deciphering and fulfilling the Father of Creation's prophecies. These sightless fanatics felt for signs from Torag, reading them in the vibrations of the earth, from the glacial crawl of tectonic plates to violent earthquakes. Of these portents, none were more sacred than those that launched the Quest for Sky. When the aboleths of Golarion's surface seas brought down the Starstone to punish the humans of Azlant, the resultant tremors were like none the Stoneseers had ever experienced. They had no doubt that the massive quake was Torag's call for his children to begin their skyward march.

A young Stoneseer acolyte named Naika Omenspeaker faced a terrible decision as her sect championed the Quest for Sky: follow the call of her god and abandon her sickly husband and newborn child, or stay with her loved ones, who were too weak to heed Torag's call. Bound to duty, Naika forsook her role as mother and wife and pressed upward.

When the dwarves completed their perilous trek 300 years later, the Stoneseers were recognized for their role in the great dwarven exodus to the surface. To honor the order, each Sky Citadel erected a mighty temple within its earthen walls, each dedicated to the dwarven pantheon but with an emphasis on one god over the others. No longer surrounded by the stone of the Darklands, the Stoneseers found themselves less and less able to read Torag's signs, and the order faded in prominence and membership. There were no additions to the Stoneseers' ranks, and as members of the order died one by one, the temples became tombs.

Naika—by then one of the eldest and most respected of the Stoneseers—led the branch of her order that resided in Everforge, the temple built near Kravenkus to honor Magrim. Over time, Naika grew to regret her decision to abandon her family, believing the Quest for Sky a mistake that had ruined her order. She prayed daily to Magrim, begging to be reunited upon her death with her husband and son, now centuries unseen. When she died, though, Naika found no joyous reunion awaiting her in the afterlife, for her family had forsaken Torag; they and the other dwarves who had remained behind now served Droskar, the Master of the Dark Furnace, as the first of the sinister, twisted race of dwarves known as duergar.

It was perhaps fated, then, that the descendants of Naika's corrupted family would later invade her final resting place to corrupt the very artifact she spent the latter years of her life protecting. The duergar ransacked the temple, and Styriax cleverly deduced the *Soulforge*'s secret location. With his most trusted guardians, the cleric now toils to reactivate the *Soulforge* so that he may corrupt it, but without the artifact's jeweled bellows, he cannot ignite the forge's divine flames.

Description

Chiseled from the bedrock that houses the Sky Citadel of Kravenkus, Everforge was once a place for spiritual pilgrimage, and shares the same solid construction as the rest of the ancient dwarven stronghold.

Features

Stone walls, interlocking marble floor tiles, and sturdy iron doors have sheltered the forsaken tomb since its creation millennia ago. Light is scarce; the only constant illumination issues from a lava flow at the bottom of a chasm 100 feet below the tomb's floors. The lava casts dim light over the areas bordering the chasm. Unless otherwise stated, the rest of the tomb is shrouded in total darkness, though torch sconces are plentiful throughout the complex.

Introduction

Cairn of Attai
Horse-Speaker

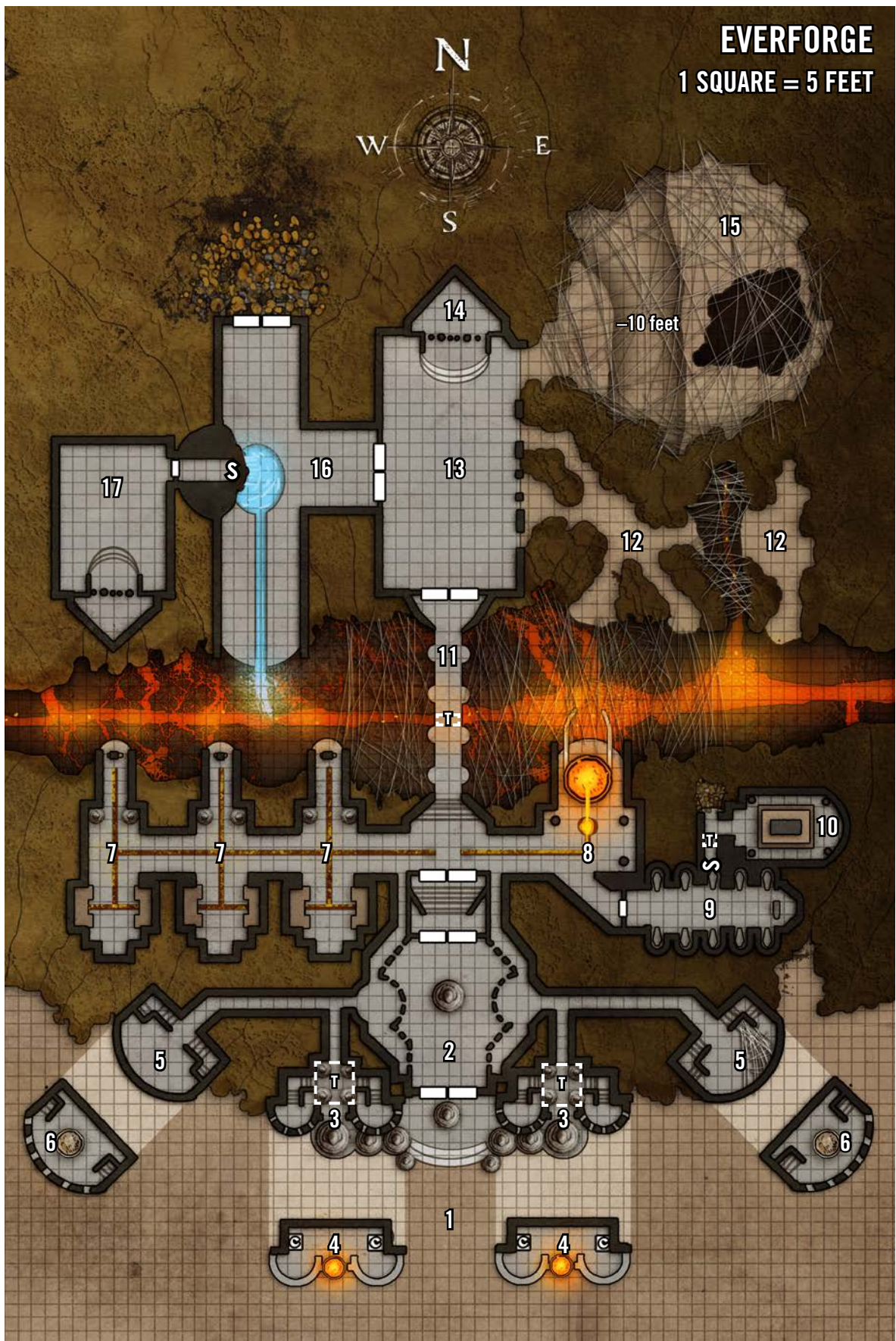
Clockwork Vault

Everforge

Golden Ossuary

Prismatic Lantern

Tomb of the
Necrophage





Introduction

Cairn of Attai
Horse-Speaker

Clockwork Vault

Everforge

Golden Ossuary

Prismatic Lantern

Tomb of the
Necrophage

1. Tomb Entrance

A grand staircase carved from the mountainside ascends past flanking siege balconies (area 4) and a group of towering statues. Grim and dour, these nine effigies crowd the tomb's entrance. With a successful DC 10 Knowledge (religion) check, a PC can identify the two largest statues as the chief figures of the dwarven pantheon, the married deities Torag and Folgrit. The six smaller statues, while more obscure, can be recognized with a successful DC 15 Knowledge (religion) check as the dwarven deities Angradd, Bolka, Drannvit, Grundinnar, Kols, and Trudd. The raised central statue depicts the dwarven god Magrim, whose name is clearly marked in Dwarven upon an iron plaque beneath the statue. Atop the stairs, beyond Magrim's effigy, stands a set of 20-foot-tall, 10-foot-wide iron doors. The doors are locked with a superior quality lock.

2. Rotunda

A vaulted ceiling soars above an iron statue of Magrim standing atop a 6-foot-tall pedestal, the statue's horned helmet reaching halfway up the chamber's wall to a height of 20 feet, where crenellated walkways look down on the room from above.

The statue is actually an iron golem that attacks any trespassers unless they possess the dwarf subtype or display the holy symbol of one of the dwarven pantheon represented at area 1. On the ground north of the pedestal is a brown-and-yellow stain—the pulverized remains of one of the invading duergar's riding spiders killed by the chamber's guardian. The remains can be identified with a successful DC 15 Knowledge (nature) check.

IRON GOLEM

CR 13

XP 25,600

hp 129 (*Pathfinder RPG Bestiary* 162)

3. Guard Room

Four gem-encrusted statues of dwarven women loom over this abandoned room. A pair of stairways ascend to a second level (see area 4), but each stair is barred by an iron trap door secured from below. Several narrow arrow slits in the room's southern wall offer views of the surrounding area. The gems on each statue are worth 1,000 gp.

The area between the statues is trapped to prevent intruders from breaching the temple through the balconies above. When the tomb was abandoned, this trap was turned off, but the duergar were able to reactivate it and add a new twist, applying a diluted version of Leng spider venom to the ammunition. Any creature passing between any two statues triggers the trap, which launches a hail of arrows down from the ceiling. A bypass switch hidden among the jewels on each of the statues allows creatures to pass through the area without triggering the trap; the trap rearms itself 3 rounds after the switch is pressed. A character can locate a bypass switch with a successful DC 25 check.

POISONED HAIL OF ARROWS TRAP

CR 12

XP 19,200

Type mechanical; Perception DC 30; Disable Device DC 30

Bypass 4 jeweled switches (Perception DC 25)

EFFECTS

Trigger proximity; Reset repair

Effect Atk +20 ranged (6d6 plus poison [diluted Leng spider venom—injury; save Fort DC 23; frequency 1/round for 4 rounds; effect 1d2 Con plus confusion for 1 round; cure 2 consecutive saves]); multiple targets (all targets in a 15-ft.-square area between the statues)

4. Siege Balcony

This terrace stands 20 feet above and to the side of the main entrance, crowned with crenellations and a large iron pot that can swivel to dump its contents onto attackers below. On the balcony's floor is a 3-inch-thick iron trap door that leads to area 3. The trap door is locked from the underside; opening it from above requires a successful DC 40 Disable Device check or DC 25 Strength check.

5. Barrack

This chamber once housed soldiers, and contains a trio of dilapidated bunks and rotten foot lockers. Two flights of stairs flanking the entrance lead to a guard tower (area 6).

6. Guard Tower

Several arrow slits pierce the thick stone walls of this guard tower, which once offered sentries an impressive view of the surrounding countryside. At the room's center is a large brass bell that acted as both an alarm and a signal for prayer.

7. Foundry

This foundry contains two chimneys and a forge that overlooks the chasm below. The foundry is linked to two other foundries via a channel in the floor that runs to the furnace in area 8. Currently, this channel is empty; if magma is poured into the channel, all three foundries' forges ignite, illuminating the areas in dim light.

8. The Elemental Furnace

This chamber contains a massive winch that lowers a huge tungsten cauldron into the lava flow below. This complex system allows the hoisted cauldron to pour its magma into a channel that connects this area to Everforge's three foundries (area 7). Turning the massive crank to work the winch requires a successful DC 25 Strength check. In the tomb's heyday, a cleric used a *ring of elemental command* (fire) to order an elemental to work the colossal winch. The elemental remains within the massive cauldron today. Should anyone disturb its resting place, the elemental attacks at once.

ELDER MAGMA ELEMENTAL

CR 11

XP 12,800

hp 123 (*Pathfinder RPG Bestiary* 2 119)

9. Crypt

The interlocking marble tiles found elsewhere within Everforge give way to natural earth in this vandalized crypt. At the chamber's east end rests an enormous silver anvil etched with an ornate carving of the god Magrim ushering newly judged souls into his kingdom. The anvil weighs 250 pounds and is worth 5,000 gp for its materials alone. The anvil is purely decorative—any strikes to its surface mar the soft metal, reducing its worth by half. The rest of the room is lined with 10 burial niches; the dwarven urns that stood within them have been tossed aside.

The vandals were the recently arrived duergar, who seek Naika's tomb in order to reactivate and ultimately corrupt the *Soulforge*. Not realizing how close they were to her secret tomb (area 10), they abandoned this chamber and turned their focus to other areas. At the back of the central burial niche along the north wall is a secret door (Perception DC 25), behind which lies a claustrophobic tunnel that leads to Naika's final resting place.

A pressure plate 15 feet north of the secret door triggers a rolling boulder trap when depressed.

ROLLING BOULDER TRAP

CR 10

XP 9,600

Type mechanical; Perception DC 30; Disable Device DC 25

EFFECTS

Trigger location; Reset repair

Effect rolling boulders (12d6 points of bludgeoning damage; Reflex DC 25 half); multiple targets (all targets in the tunnel)

10. Tomb of Naika Omenspeaker

A tiered platform rises from this tomb's center, and atop its slabs rests an intricate coffin of iron and stone. Sealed shut, the coffin's lid is etched with an image of a serene dwarven woman. The same woman's image is repeated upon the chamber's walls as part of a masterfully painted mural that swathes the room in vibrant colors. Not only a work of art, the mural tells an epic, and as the viewer admires the painting, a tale that transcends language unfolds: the saga of Naika's Quest for Sky. The events portrayed in the mural begin with this dwarven hero as a young oracle in the Darklands and then proceed to her many adventures and feats of fortitude as she struggles ever upward toward the surface, until at last she pierces Golarion's crust under a blazing sky. Amid the images are solemn scenes of sacrifice, fierce battles with strange Darklands creatures, depictions of Naika as an elderly woman stoking the white-hot flames of a colossal forge, and finally images of vast crowds paying homage to the oracle during her wake.

The ground here is soft, natural earth, but the chamber is warm. Surrounding the tiered slabs are four bronze candleholders that each stand 3 feet tall; the stout candles ensconced within are unlit, but ignite easily.

If the PCs open the coffin (doing so requires a successful DC 25 Strength check), they find the clay urn in which Naika's bodily remains were interred. Resting next to the urn lie the two items the oracle held most dear in life, and which she wished buried with her after she used the *Soulforge* to pass from the Material Plane. The first is her warhammer, *Hearthhammer*, which remains as pristine as the day it was forged, despite the passing of so many centuries. The second item is a set of bellows carved of gold and bejeweled with emeralds, amethysts, and lapis lazuli. This bellows radiates a strong aura of transmutation magic, but it has no innate magical properties while separated from the *Soulforge*. When used to fuel the flames within that artifact, however, these bellows transform the fire into the divine heat source needed to unlock its true power. Unable to locate this hidden tomb, Styriax has yet to fully reawaken the *Soulforge* and corrupt it to Droskar's will.



Magma Elemental



HEARTHHAMMER		PRICE 30,000 GP
AURA moderate	CL 9th	WEIGHT 10 lbs.

The stone handle of this +3 *adamantine warhammer* is carved in the form of a stately dwarven woman. The wielder of *Hearthhammer* gains a +5 competence bonus on Craft (armor, jewelry, stonemasonry, traps, and weapon) checks. If the wielder is a humanoid with the dwarf subtype, this bonus increases to +10.

CONSTRUCTION REQUIREMENTS	COST 16,506 GP
Craft Magical Arms and Armor, <i>fabricate</i>	

11. Causeway

A long causeway spans a chasm lit by lava flowing 100 feet below. The four massive columns that support the causeway are caked in webbing, and thousands of silken strands span the chasm in a complex, multitiered spider web.

Any PC who falls or is pushed off the bridge can attempt a DC 20 Reflex save to grab a thick strand of webbing. Failure indicates the character falls into the lava (treat the fall as falling into mud) and suffers the effects of total immersion in lava (*Core Rulebook* 444). Escaping from the flow takes 1 round. Scaling the walls requires a series of successful DC 15 Climb checks.

The webbing here was created by the Skitter Queen, the Leng spider who resides in area 15; she comes here every 6 hours to check her webs for tasty morsels. She has also crafted a counterbalanced network of pendulums hidden among the jumbled webs above the causeway. A delicate tripwire halfway across the walkway sets off the trap, releasing a series of pendulum webs that swing violently across the entire length of the causeway for 1d4+1 rounds before losing their momentum (randomly determine what direction a pendulum web is swinging for each attack).

PENDULUM WEB TRAP	CR 11
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XP 12,800

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Duration** 1d4+1 rounds; **Reset** manual

Effect Atk +15 melee (2d6+6 plus bull rush [+15 CMB]); multiple targets (all targets on the causeway)

12. Duergar Caves

Freshly excavated, these cobweb-clogged tunnels contrast with the worked stone and reinforced areas found elsewhere within Everforge. These caves are home to a rowdy band of arachnid-riding cavaliers.

DUERGAR STRANDRIDERS (5)	CR 8
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XP 4,800 each

hp 81 each (see page 32)

MANY-LEGGED MOUNTS (5)

hp 60 each (see page 32)

13. Hall of Heroes

Once a grand hall, this ancient chamber has recently been marred by vandalism at the hands of the duergar invaders. Making matters worse, three crude tunnels now pierce the once-pristine chamber's eastern wall, defacing several bas-reliefs depicting scenes of dwarven glory. A set of stone stairs provides access to a raised area at the chamber's north end.

Three duergar—one ironclad and two strandriders—guard the chamber's western doors, idly defacing the carvings there. They attack any intruders who enter this hall, raising an alarm to warn their leader, Styriax, and his ally, the Skitter Queen.

DUERGAR IRONCLAD	CR 10
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XP 9,600

hp 120 (see page 31)

DUERGAR STRANDRIDERS (2)	CR 8
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XP 4,800 each

hp 81 each (see page 32)

MANY-LEGGED MOUNTS (2)

hp 60 each (see page 32)

14. False Forge

A set of stone stairs ascends into a massive forge in this large chamber. The forge, an incredible feat of crafting, is decorated with hundreds of bas-reliefs depicting dwarven smiths pounding metal into weapons and armor. Dwarven runes crown the forge's entryway; those who read the language recognize the text as the lyrics to a dwarven working song titled "Hymn to Magrim."

Styriax and his fellow duergar were initially fooled by this false relic and defaced it in frustration when they found themselves unable to activate it, much less corrupt it. The once-intricate ancient carvings on the forge's surfaces have been scratched and marred with profane Dwarven graffiti and crude images, as well as the unholy symbol of Droskar.

The duergar's vandalism here exacerbated a crack in the stone dais supporting the forge, which now leaks magical, flammable gases into the chamber. The buildup of these gases has created the potential for a highly destructive conflagration should anyone attempt to light the forge.

COMBUSTIBLE GAS TRAP	CR 13
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XP 25,600

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger location; **Reset** none

Effect spell effect (maximized *fireball*, 60 points of fire damage, Reflex DC 14 half); multiple targets (all creatures in a 20-ft.-radius burst)

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15. Lair of the Skitter Queen

This cavern is shrouded in a mass of spider webs that hides a 10-foot-deep channel running from north to south. In the cave's southeast corner sprawls a massive sinkhole that provides direct access to Nar-Voth—this is how the duergar penetrated Everforge in the first place.

Forced to serve the duergar under the duress of a *greater planar ally* spell, the Leng spider known as the Skitter Queen calls this cave home. She loathes all life on the Material Plane and is quick to make a meal out of anyone who disturbs her.

Webs cover every inch of this area (see page 305 of the *Pathfinder RPG Bestiary*). Creatures caught in ground-level webs gain a +5 bonus to escape or burst from the webbing due to their solid footing. Each 5-foot section of webs has 15 hit points, an Escape Artist or burst DC of 25, and DR 5/—.

Within the strands of webbing hanging over the sinkhole bob several objects scavenged from the crypts in area 9, including a +1 *giant-bane greataxe*, a suit of +2 *splint mail*, a *gem of seeing*, and a *stone of good luck*.

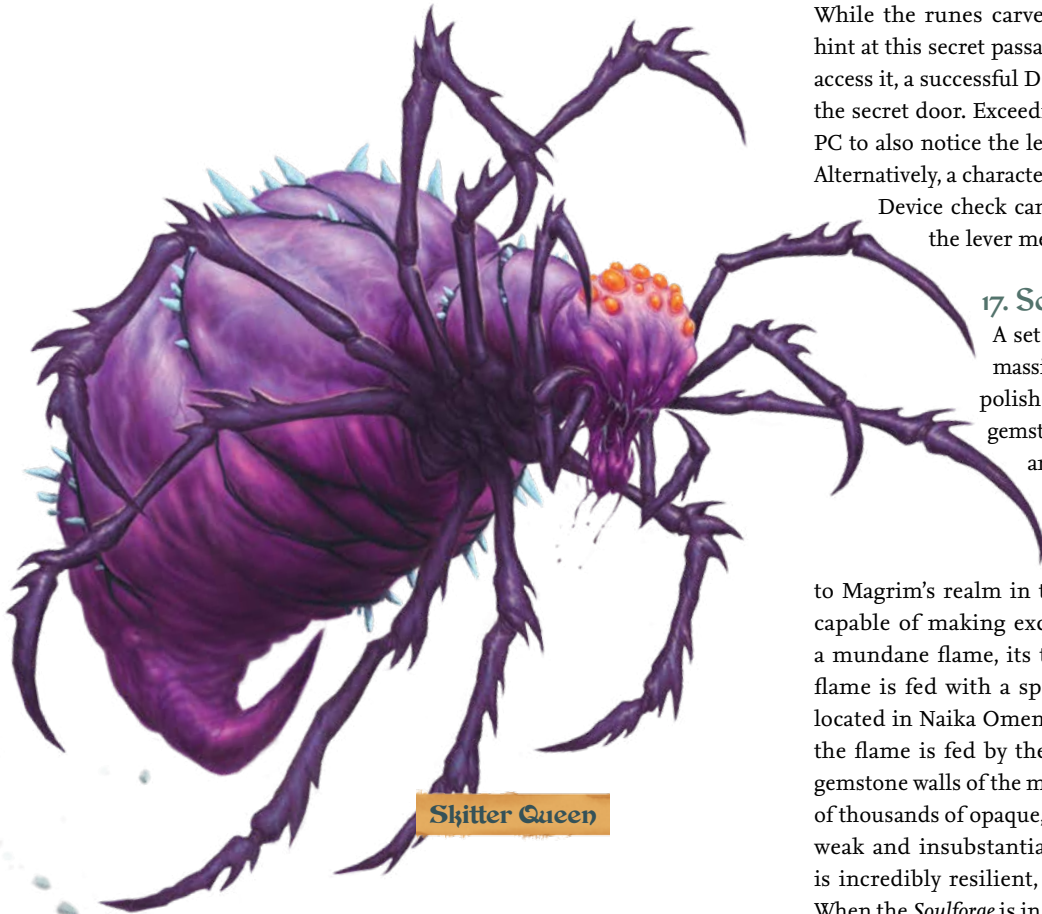
SKITTER QUEEN

CR 14

XP 38,400

Female Leng spider (*Pathfinder RPG Bestiary 2* 176)

hp 202



Skitter Queen

16. Magrim's Fountain

At the north end of this wide avenue, a set of massive, iron-reinforced stone double doors open to reveal a collapsed tunnel. A successful DC 20 Knowledge (geography) check allows a PC to deduce the probable destination of this blocked passage as Kravenkus's inner ward. Unfortunately, because of the collapse, travel to that area via the passage is impossible by conventional means.

A 15-foot-tall bust depicting the god Magrim protrudes from the western wall; a continuous spout of water pours from the effigy's pursed lips. A 1-foot-deep cerulean pool gathers under the spout and drains southward in a stream, which in turn spills over the chasm's edge, hissing into steam before it reaches the lava below. The water is potable and flows ceaselessly from the statue, as though it were a *decanter of endless water*. Above the carved face is an engraved Dwarven verse from Magrim's holy text, which reads, "Heed the words of Magrim, which flow as water from his mouth. Apply these teachings to your life, and through them you will gain entry into his hidden realm."

Hidden within the statue's mouth is a small lever that, when pulled, causes the entire sculpture to rise, revealing a passageway ending in a door that opens into area 17. While the runes carved into the stone above the face hint at this secret passageway and the means by which to access it, a successful DC 25 Perception check also reveals the secret door. Exceeding this DC by 5 or more allows a PC to also notice the lever hidden in the statue's mouth. Alternatively, a character who succeeds at a DC 30 Disable

Device check can open the passage without using the lever mechanism.

17. Soulforge

A set of ornate stairs ascends toward a massive forge made of burnished bronze, polished gold and silver, and glittering gemstones of every imaginable color. The area is hot, and a raging fire burns within the forge's open furnace.

This forge is the *Soulforge*, an artifact that links Golarion to Magrim's realm in the Boneyard. While the forge is capable of making exquisite metalwork when lit with a mundane flame, its true power is revealed when the flame is fed with a specific golden bellows (currently located in Naika Omenspeaker's crypt in area 10). When the flame is fed by the bellows, the ornate metal-and-gemstone walls of the magical forge transform into a mass of thousands of opaque, wailing spirits. Rather than being weak and insubstantial, however, the ghostly material is incredibly resilient, stronger even than adamantine. When the *Soulforge* is in this state, those who employ it for forge-related crafting can potentially tap into Magrim's divine power.



SOULFORGE		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT n/a
AURA strong evocation		

This massive forge is built into the structure of a temple to Magrim and can't be moved without divine intervention. Made of precious metals and gemstones, the forge is surprisingly resilient, and even hard metals can be crafted upon its seemingly soft, delicate surfaces.

Any item crafted with this forge can be constructed in half the normal amount of time.

When the forge's furnace is fed by a specific set of bellows, currently buried beside the remains of Naika Omenspeaker (see area **10**), the flames glow with a divine radiance and emit no noticeable heat, allowing for forging at a temperature more comfortable to the crafter. While the *Soulforge* is so lit, if a character's successful Craft (armor, jewelry, locks, or weapons) check result using the forge exceeds DC 40, that crafter garners Magrim's favor and can choose from one of the three following special rewards.

First, the crafter can ask of the god a single *miracle*, so long as the request does not conflict with Magrim's lawful neutral alignment. A creature can receive at most one such *miracle* over the course of her life.

Second, at the GM's discretion, the crafter can override the destruction conditions of a minor artifact without a lawful aura and destroy it in the *Soulforge*.

Finally, the crafter can choose for her soul to pass from her body, traveling through the *Soulforge* to Magrim's realm in the Boneyard, effectively causing the crafter to die. Magrim immediately ushers the crafter's soul before Pharasma for judgment and petitions on her behalf before the Lady of Graves, advocating for his most faithful followers to find ultimate rest in the realm best befitting their lives.

DESTRUCTION

If the great anvil of the *Soulforge* is used as a sacrificial altar to slay a willing lawful outsider of at least 18 Hit Dice while the forge burns with divine flame, the artifact is destroyed.

Various masterwork tools (worth 500 gp in total) hang on the walls here, among them a *mattock of the titans*, a *maul of the titans*, and a *rod of metal and mineral detection*.

Currently, Styriax Hakazor works the *Soulforge* in vain. Guarding him are two sentinels who stand out of sight from the chamber's door. When any threat approaches, the ironclad sentinels cast *enlarge person* and *invisibility* before blocking the forge's stairs while Styriax prepares for combat.

DUERGAR IRONCLADS (2) **CR 10**
XP 9,600 each
 hp 120 each (see below)

STYRIAX HAKAZOR **CR 14**
XP 38,400
 hp 153 (see page 33)

Adventure Hooks

The dwarves of Kravenkus sealed Everforge long ago, and the divine flames of the *Soulforge* have not burned since Naika Omenspeaker used the altar to enter the afterlife. Despite the temple's abandonment, a party of adventurers might brave Everforge's sacred halls for a number of reasons.

A Legend Reborn: Styriax Hakazor's ultimate plan to secure his immortality hinges on a steady flow of hardworking souls being supplied to the Dark Smith. As such, the duergar's many agents throughout the Inner Sea have begun spreading rumors of the *Soulforge*'s power within dwarven communities. Artisans in the guilds of Dongun Hold, Janderhoff, and the Five Kings Mountains now conduct tests of skill to determine who among them is most qualified to once again light the sacred forge and pass into Magrim's realm. These ambitious dwarves are unaware that if Styriax's plans come to fruition, their souls will be delivered instead to Droskar, and they will be forced to toil at his dark forge for eternity.

Reopening the Temple: An enclave of dwarven clerics, oracles, and other religious dignitaries seek to restore Everforge to its former glory, but have no interest in opening and exploring an ancient tomb themselves. Aware that the sepulcher has sat abandoned for years and the nexus between Golarion and Magrim's realm could have grown thin, they seek adventurers to clear the site of any threats.

Unmaking Evil: A powerful artifact of Abyssal origin has been found in the ruins of the Sky Citadel of Jormurdun in the Worldwound. The dwarven explorers reopening the city believe that Everforge holds a means by which any artifact can be unmade. With only ages-old tales to go on, they send the PCs to escort the relic to the tomb and destroy it.

Creatures

The following creatures inhabit Everforge.

Duergar Ironclad

This bulky, gray-skinned dwarf is armored like a fortress.

DUERGAR IRONCLAD **CR 10**
XP 9,600

Duergar fighter 7/stalwart defender 4 (*Pathfinder RPG Advanced Race Guide* 186, *Pathfinder RPG Advanced Player's Guide* 277)

LE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 120 ft.; Perception +10

DEFENSE

AC 29, touch 15, flat-footed 24 (+11 armor, +2 Dex, +3 dodge, +3 shield)

hp 120 (11 HD; 7d10+4d12+51)

Fort +11, **Ref** +6, **Will** +7 (+2 vs. fear); +2 vs. spells

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Defensive Abilities uncanny dodge; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 *bastard sword* +17/+12/+7 (1d10+7/19–20) or mwk light hammer +15/+10/+5 (1d4+3)

Ranged javelin +14/+9/+4 (1d6+3)

Special Attacks weapon training (heavy blades +1)

Spell-Like Abilities (CL 11th; concentration +9)

1/day—*enlarge person* (self only), *invisibility* (self only)

STATISTICS

Str 16, **Dex** 14, **Con** 16, **Int** 8, **Wis** 14, **Cha** 6

Base Atk +11; **CMB** +14; **CMD** 29 (33 vs. bull rush, 33 vs. trip)

Feats Combat Reflexes, Diehard, Dodge, Endurance, Exotic Weapon Proficiency (bastard sword), Quick Draw, Stalwart^{UC}, Toughness, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Intimidate +7, Perception +10, Stealth +2; **Racial Modifiers** +4 Stealth

Languages Common, Dwarven, Undercommon

SQ armor training 2, defensive powers (bulwark, halting blow), defensive stance

Combat Gear *brooch of shielding*, *potion of cure moderate wounds*, *potion of heroism*; **Other Gear** +2 *full plate*, +1 *heavy steel shield*, +1 *bastard sword*, *javelins of lightning* (2), *javelins* (3), mwk javelin, mwk light hammer, *cloak of resistance* +1, iron chain (10 ft.), iron spikes (5), 5 pp, 7 gp

Bred in the steam vents of Diepkamer, ironclads are as unfeeling as the metallic casings that entomb them. These duergar are known to chain themselves to one another and anchor their iron boots to the very structures they defend.

Duergar Strandrider

This stout, gray-skinned warrior sits astride an enormous spider.

DUERGAR STRANDRIDER **CR 8**

XP 4,800

Duergar cavalier (beast rider) 9 (*Advanced Race Guide* 186, *Advanced Player's Guide* 32, *Ultimate Combat* 36)

LE Medium humanoid (dwarf)

Init +6; **Senses** darkvision 120 ft.; Perception +6

DEFENSE

AC 20, touch 12, flat-footed 18 (+8 armor, +2 Dex)

hp 81 (9d10+27)

Fort +10, **Ref** +8, **Will** +6; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 *lance* +13/+8 (1d8+5/×3) or mwk bardiche +13/+8 (1d10+4/19–20) or mwk cestus +13/+8 (1d4+3/19–20)

Ranged sling +11 (1d4+3)

Special Attacks banner +2, cavalier's charge, challenge 3/day (+9 damage, +3 to hit while riding mount), greater tactician 2/day (Outflank or Precise Strike, swift action, 7 rounds)

Spell-Like Abilities (CL 9th; concentration +7)

1/day—*enlarge person* (self only), *invisibility* (self only)

STATISTICS

Str 16, **Dex** 14, **Con** 16, **Int** 8, **Wis** 14, **Cha** 6

Base Atk +9; **CMB** +12 (+14 overrun); **CMD** 24 (28 vs. bull rush, 26 vs. overrun, 28 vs. trip)

Feats Charge Through^{APG}, Cleave, Improved Initiative, Improved Overrun, Mounted Combat, Outflank^{APG}, Power Attack, Precise Strike^{APG}, Ride-By Attack

Skills Handle Animal +10, Intimidate +10, Perception +6, Ride +11, Sense Motive +2 (+6 when opposing a Bluff check), Stealth +8; **Racial Modifiers** +4 Stealth

Languages Common, Dwarven, Undercommon

SQ mount (giant spider), mounted mastery, order of the sword

Combat Gear *potion of cure serious wounds*; **Other Gear** +2 *agile breastplate*^{UE}, +1 *lance*, mwk bardiche^{UE}, mwk cestus^{UE}, sling with 10 bullets, *cloak of resistance* +1, simple banners (2), 420 gp

MANY-LEGGED MOUNT

Giant spider animal companion (*Ultimate Magic* 37)

N Large vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +0

DEFENSE

AC 23, touch 12, flat-footed 20 (+4 armor, +3 Dex, +7 natural, –1 size)

hp 60 (8d8+24)

Fort +9, **Ref** +5, **Will** +2 (+6 vs. enchantments)

Defensive Abilities evasion, mindless

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +7/+2 (1d8+3 plus poison)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 15, **Dex** 16, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** +9; **CMD** 22 (34 vs. trip)

Feats Endurance^B

Tricks attack, come, defend, down, guard, heel

Skills Climb +8

SQ combat riding, devotion, extra attack

Gear chain shirt barding

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 4 rounds; *effect* 1 Str; *cure* 1 save.

Where the ironclads are immovable, their counterparts—the strandriders—are swift. As a rite of passage, these duergar harvest the egg sacks of giant female spiders, claiming the cluster's strongest specimens to use as their future mounts.



Styriax Hakazor

Thousands of spiders cover this formidable, dwarflike warrior.

STYRIAX HAKAZOR

CR 14

XP 38,400

Male duergar variant worm that walks cleric of Droskar 13

(*Advanced Race Guide* 186, *Bestiary 2* 286)

LE Medium vermin (augmented dwarf)

Init +5; **Senses** blindsight 30 ft., darkvision 120 ft.; Perception +20

DEFENSE

AC 25, touch 16, flat-footed 24 (+7 armor, +1 Dex, +5 insight, +2 natural)

hp 153 (13d8+91); fast healing 7

Fort +13, **Ref** +7, **Will** +13; +2 vs. spells

Defensive Abilities worm that walks traits; **DR** 15/—;

Immune critical hits, disease, flanking, paralysis, phantasms, poison, sleep

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., climb 20 ft.

Melee +2 *light hammer* +14/+9 (1d4+5) or slam +7 (1d6+1 plus grab)

Special Attacks channel negative energy 1/day (DC 14, 7d6), dancing weapons (4 rounds, 2/day), disincorporate, distraction (DC 21), grab (Large), squirming embrace (3d6+4 plus distraction), tenacious

Spell-Like Abilities (CL 13th; concentration +11)

1/day—*enlarge person* (self only) (DC 9), *invisibility* (self only)

Domain Spell-Like Abilities (CL 13th; concentration +11)

At will—*master's illusion* (13 rounds/day), *mending*

8/day—*artificer's touch* (1d6+6, bypasses DR and hardness 13), *copycat* (13 rounds)

Cleric Spells Prepared (CL 13th; concentration +18)

7th—*destruction* (DC 24), *wall of iron*^o

6th—*greater dispel magic*, *harm* (DC 23), *mislead*^o (DC 21)

5th—*major curse*^{um} (DC 22), *false vision*^o, *flame strike* (DC 20), *summon monster V*, *true seeing*

4th—*air walk*, *aura of doom*^{um} (DC 21), *confusion*^o (DC 19), *cure critical wounds*, *divine power*, *freedom of movement*

3rd—*bestow curse* (DC 20), *deeper darkness*, *dispel magic*, *magic circle against chaos*, *stone shape*^o, *vision of hell*^{um} (DC 18)

2nd—*aid*, *cure moderate wounds*, *hold person* (DC 17), *instrument of agony*^{uc}, *invisibility*^o, *silence* (DC 17)

1st—*cause fear* (DC 18), *disguise self*^o, *murderous command*^{um} (DC 16), *obscuring mist*, *protection from good*, *sanctuary* (DC 16), *shield of faith*

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

D Domain spell; **Domains** Artifice, Trickery

STATISTICS

Str 16, **Dex** 12, **Con** 20, **Int** 12, **Wis** 21, **Cha** 6

Base Atk +9; **CMB** +12 (+20 grapple); **CMD** 32

(36 vs. bull rush, 36 vs. trip)

Feats Diehard, Greater Spell Focus (necromancy),

Improved Initiative, Lightning Reflexes, Power Attack, Spell Focus (necromancy), Spell Penetration, Toughness

Skills Craft (weapons) +13, Knowledge (religion) +10,

Perception +20, Sense Motive +25, Spellcraft +14, Stealth +10;

Racial Modifiers +8 Perception, +8 Sense Motive, +12 Stealth

Languages Common, Dwarven, Infernal, Undercommon

Combat Gear *lesser extend metamagic rod*, *lesser silent*

metamagic rod; **Other Gear** +1 *breastplate*, +2 *light*

hammer, *amulet of natural armor* +2, *belt of giant*

strength +2, *headband of inspired wisdom* +2, *mwk*

artisan's tools, crushed jade worth 500 gp, eye ointment

for *true seeing* (worth 500 gp), small iron sheet and gold

dust worth 50 gp, silver unholy symbols of Droskar (2)

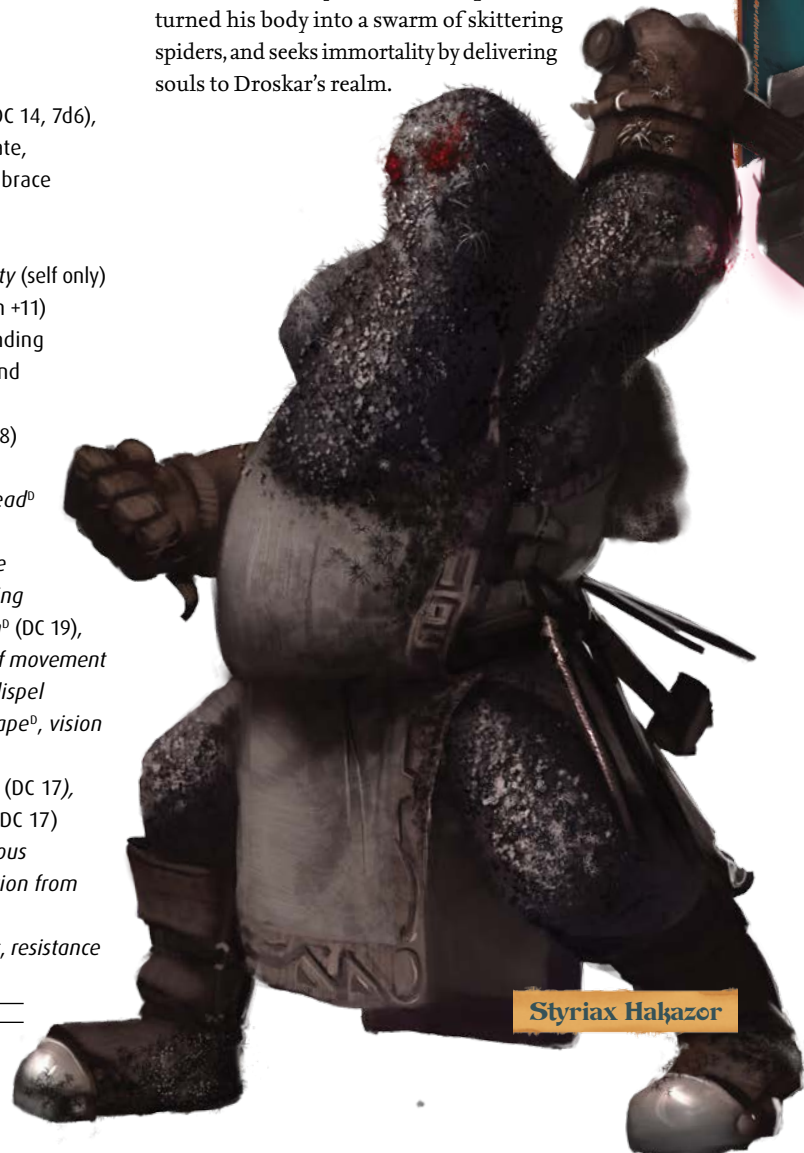
SPECIAL ABILITIES

Variant Traits (Ex) Composed of spiders instead of worms,

Styriax gains a climb speed equal to his base speed, but

the effectiveness of his fast healing ability is halved.

Taskmaster Styriax Hakazor performed a ritual that turned his body into a swarm of skittering spiders, and seeks immortality by delivering souls to Droskar's realm.



Styriax Hakazor

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Golden Ossuary

“As the ivory doors swung open, I stood before an assembly of riches. Mountains of gold rose from the polished floor, casting the entire chamber in a warm, metallic glow, and gemstones the size of an ogre’s fist peered out from the metal slopes. But it was not the pyramids of coins or the flawless gems that befuddled me—rather, it was the perfectly arranged bones from which the furnishings and fixtures of this treasury were constructed. While the presence of humanoid remains did not usually bother me, the fact that each bone was gold-plated and reworked into an object of art was profoundly unsettling. In that moment, I realized the futility of attempting to quantify the ossuary’s worth.”

—Hanno Straves, High Tax Collector of Kerse



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Situated atop a bluff overlooking the Gulf of Accord, the Golden Ossuary towers above the lesser mausoleums and grave markers of Kerse's cemetery. Its gem-encrusted walls and gold-capped dome are shining examples of the opulence found within the Drumish capital. While technically not home to a single occupant, the tomb acts as a bone house for the most affluent members of Drumish society. Those who would have their remains encased in gold and worked into the ossuary's furnishings and fixtures must pay a steep fee. Whispers amid Kerse's populace speak of gold-masked servants carting gold bars into the secure depths of the ossuary under the cover of night. These accounts fuel rumors of an obscene amount of wealth resting within the tomb's catacombs—rumors that are mostly true, for beyond a gilded portal lies the labyrinthine tomb of the vault's architect, Aradati Kalm, which holds enough wealth to awaken the greed of even the wealthiest Kalistocrats.

While the Golden Ossuary's main business of selling grave plots turns a profit for the bone house, a far more sporting endeavor ensures the tomb is eternally brimming with riches: every year, agents of the Golden Ossuary hold a lottery that gains the attention of adventurers, tomb raiders, and treasure-seekers from across Golarion. The winners of these annual drawings gain access to the ossuary for 24 hours, during which they are allowed to plunder the site of all they can carry. The high price of entry into the lottery and a complex betting system for those unable to enter the drawing all but ensure the Golden Ossuary acquires more coin during the lottery than it loses to the winners' plundering—as does the fact that getting out of the dangerous tomb is a far more difficult task than gaining entry. Many winners have met their fate within the tomb, never leaving with even a penny.

History

The Prophets of Kalistrade hold no fervor for gods or other powerful entities. Rather, these white-clad merchants pay homage to a far more tangible master: wealth. Through a series of strict rules and self-restraints, the Kalistocrats amass their empires while maneuvering deftly through the mercantile world. The most successful adherents of the Prophecies are among the wealthiest individuals in the Inner Sea region and hold incredible influence in Druma and beyond. Yet even the wealthiest of mortals must eventually die, and as a general rule, wealth cannot follow its owner to the Great Beyond.

The question then becomes, what happens to their holdings after death? Adherents' answers are as varied as the prophets themselves. Some Kalistocrats bequeath their belongings to an heir or trusted business partner, others greedily take their belongings with them to their graves, still others donate their assets to the High Prophet to further the reach of their beloved faith—and a resourceful few discover means to continue amassing wealth even after death.

One such savvy businessman was Aradati Kalm, a talented metalworker who earned his fortune fashioning trinkets and emblems for the Drumish elite, who wore the opulent baubles as symbols of their wealth. Aradati often finished one commission only to have a jealous neighbor demand his services to construct a larger, more expensive piece in a display of juvenile one-upmanship. These rivalries often continued for decades, persisting until one rival eventually died and the game ended. Of course, whenever this happened, Aradati would have one final commission: gilding a cenotaph memorializing the deceased.

As with Aradati's jewelry, the commissions for these cenotaphs became increasingly grandiose. This macabre competition, along with the onset of crippling arthritis, became Aradati's inspiration for the Golden Ossuary. The aging metalworker claimed the tomb's design came to him in a dream, and he spent the last few years of his life fanatically pouring his wealth into its construction, then quietly ended his life. While many considered Aradati a fool for draining his coffers in the endeavor, they didn't realize the simple philosophy behind Aradati's plan—he would create a tomb so opulent that Kalistocrats for centuries to come would pay fortunes to be buried within it. Holding true to the central tenet of his faith, Aradati, though dead, continues to earn a sizable annual profit through the management of his very resting place.

Today, the Golden Ossuary is the epitome of excess. To have a deceased relative or, better yet, one's own body interred within the ossuary's gilded halls is a status that few Kalistocrats can afford, and the elite who have paid the price find themselves the subject of awe and jealousy. Of course, the most prestigious section of the ossuary is reserved for its architect. The repository of wealth stored within makes the Golden Ossuary one of Kerse's most prosperous businesses.

Description

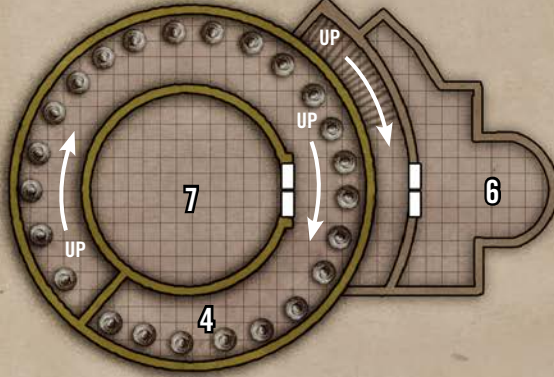
The Golden Ossuary rises three stories, with a buttress spiraling around its exterior, and it's capped with a golden dome. Its door handles, furnishings, light sconces, and other adornments are carved from humanoid bones plated in gold.

Features

Unless otherwise stated, the doors are made from 1-inch-thick iron inlaid with precious metals. The ceilings aboveground are 10 feet high, while those within the catacombs are vaulted to a height of 20 feet. The light level within the ossuary is considered bright light. Anyone wishes to do so can extract the precious materials built into the ossuary's surfaces at a rate of 2d20 gp per hour with a successful DC 15 Craft (jewelry) check. If this vandalism occurs outside of the annual lottery, it attracts the attention of gold-masked agents who patrol the famous site. The ossuary agents' white linen robes are worth 50 gp each, and their golden funerary masks are worth 100 gp each.

GOLDEN OSSUARY

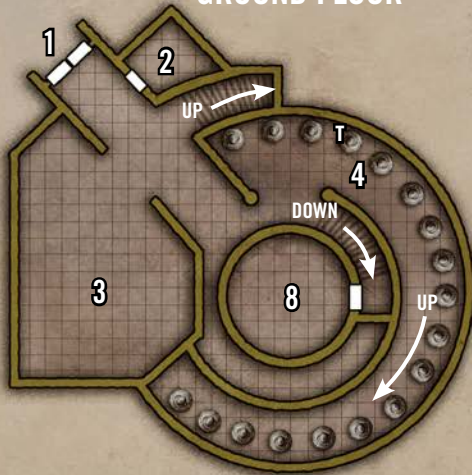
THIRD FLOOR



SECOND FLOOR

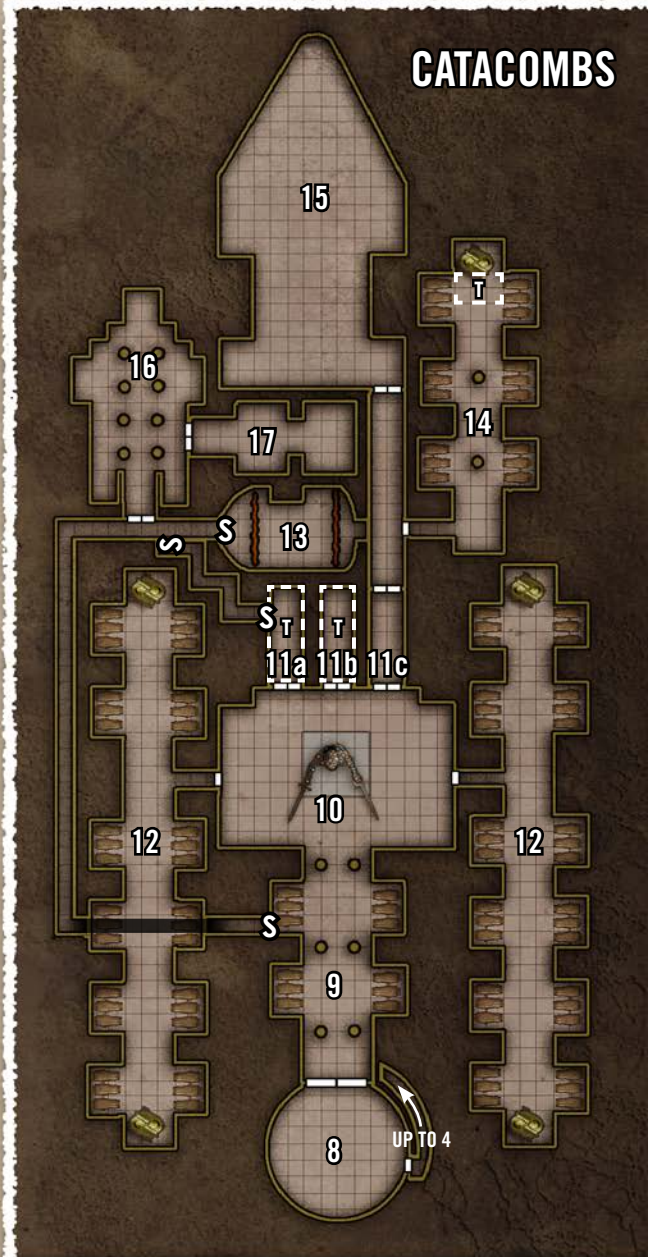


GROUND FLOOR



1 SQUARE = 5 FEET

CATACOMBS





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1. Ivory Gate

Along the ossuary's northwestern arc rests a set of exquisitely carved doors. Constructed from identical solid slabs of ivory (treat as 2-inch-thick stone), these locked portals require a successful DC 40 Disable Device check to open. Flanking this ivory threshold stand two sentinels: statues carved from alabaster, their outstretched arms demanding payment. A successful DC 30 Perception check reveals a single phrase written in Common etched into the ivory door. It reads, "Four pounds of platinum or forty pounds of gold—pay the prophet near me and good fortune shall unfold. Ignore my offer, hoard your wealth; without tribute, beware for your health."

If a PC discerns the hidden message and places an offering of at least 2,000 gp (the value of the goods mentioned in the inscription) within either of the alabaster statue's outstretched palms, she receives a +1 luck bonus for the next 24 hours on all attack rolls, saving throws, and skill checks while adventuring within the Golden Ossuary. PCs who fail to make this offering must succeed at DC 20 Will saving throws or take a -1 penalty on the same rolls for the next 24 hours while adventuring within the site. When wealth is placed in a statue's palm, it is teleported into the vault (area 15). The two statues radiate strong conjuration auras.

Four ossuary agents stand guard outside the tomb, ensuring that none enter except those with official business within (including the winners of the annual lottery). They search anyone entering the premises for extradimensional containers such as *bags of holding* and *portable holes*, which they confiscate if they find, as such items violate the spirit of the lottery's terms (that the winner may leave with only what she can carry). They escort anyone who has official business not related to the lottery through the ossuary to ensure that nothing is stolen, and they thoroughly search all visitors as these exit the tomb. At your discretion, more guards may be present, and they may also patrol the interior of the tomb when it is not open to the 24-hour winner of each year's lottery.

OSSUARY AGENTS (4)

CR 7

XP 3,200 each

hp 56 each (see page 43)

2. Purification Chamber

This room, filled with scented oils and swaths of white linen, is where the newly deceased are prepared for their interment. Once a corpse is purified and wrapped in the appropriate attire, ossuary agents take the body to area 5 for plating.

The fragrant oils in the 12 crystal vials found here are worth 1,200 gp in total, but the vials themselves are also valuable. A successful DC 15 Appraise check reveals the containers are worth 200 gp each, bringing the total value of the items in the room to 3,600 gp.

3. False Treasury

Designed to tempt winners of the lottery who wish only to make a quick haul and exit the tomb safely, this room features heaps of coins and scintillating gemstones. A successful DC 15 Appraise check reveals the treasure is nothing more than painted slag and worthless glass. Hidden within this junk are two animate hoards, which attack anyone rifling through the decoy treasures.

ANIMATE HOARDS (2)

CR 9

XP 6,400 each

hp 111 each (see page 42)

4. Avenue of Golden Skulls

This curved walkway winds upward, its walls lined with scores of macabre golden statues—the gold-plated skeletons of those who purchased a plot within the prestigious ossuary. This parade of remains ends abruptly at an unfinished wall after three full spirals around the ossuary. The gold plating on each of the 70 statues is worth 200 gp, totaling 14,000 gp. A staircase curls upward around the outside of the ramp to areas 6, while inside the ramp a staircase descends to area 8.

5. Gilding Pool

A vat of molten gold bubbles within this circular chamber, filling the enclosed space with clouds of glittering steam. The sparkling clouds are toxic—upon entering the room, any creature not holding its breath must succeed at a DC 18 Fortitude save or be sickened as long as it remains here and for 1d4 rounds after exiting. If the chamber's door is left open for 1 minute, the steam clouds dissipate and the hazard ends until the chamber is sealed once more. While the steam persists, it provides concealment for all creatures in the chamber. The value of the gold within the vat at any given time is approximately 2,200 gp, though it must be left to cool before it can be transported, and is unwieldy even then.

6. Family Crypts

The doors to these opulent crypts are secured with superior quality locks that are augmented with *arcane lock* spells—a successful DC 50 Disable Device check is needed to open each. The keys required to open these doors reside outside of the ossuary's premises with their respective owners.

A golden-masked flesh golem stands sentinel within each crypt and attacks anyone who doesn't display the magically marked key required to open the crypt's door. These flesh constructs, garbed in pure white linens and golden funerary masks, are amalgams of the remains of supplicants who wished to spend eternity within the Golden Ossuary, but who could not afford actual interment within. As such, the golems appear much less gruesome than many of their kind.

FLESH GOLEMS (3)

CR 7

XP 3,200 each

hp 79 each (*Pathfinder RPG Bestiary* 160)

7. High Prophet's Tomb

This tomb contains a gem-encrusted sarcophagus. The image carved on its lid depicts a regal man wearing the robes of a Prophet of Kalistrade. If the PCs open the lid (Strength DC 20), they find a coffin, empty save for a simple placard that reads, "Reserved for his most honored. I would be humbled if you accepted this gift." A successful DC 15 Knowledge (local or nobility) check allows a PC to infer that the tomb is reserved for the leader of Druma, High Prophet Kelldor, should he wish to be interred in the ossuary. The gems on the sarcophagus are worth 2,000 gp.

8. Catacombs Entrance

A pair of oversized golden doors stand at the north end of this circular room, while a single door in the eastern wall leads to a 5-foot-wide stairwell that climbs to area 4.



Flesh Golem

Seventeen white pearls (worth 200 gp each) adorn the chamber's vaulted ceiling at seemingly random intervals. With a successful DC 20 Knowledge (nature) check, a character identifies the arrangement of the pearls as depicting the esoteric constellation known as the Prophet, often interpreted by Kalistocrats as representing the founder of their faith. A trap that rains molten gold triggers when anyone attempts to open the golden doors leading to area 9, or if more than four of the pearls in the ceiling are removed (which requires a successful DC 22 Craft [jewelry] check). The molten gold drains from the pool in area 5—removing the gold from the pool via other means disarms this trap.

MOLTEN GOLD TRAP

CR 10

XP 9,600

Type mechanical; **Perception** DC 25; **Disable Device** DC 29

Bypass If the gilding pool in area 5 is emptied prior to the trap triggering

EFFECTS

Trigger proximity; **Duration** 3 rounds; **Reset** repair

Effect molten gold pours from the ceiling, hardening and continuing to burn as it cools (10d6 fire damage [round 1], 6d6 fire damage [round 2], 2d6 fire damage [round 3]); Reflex DC 20 for half fire damage and negates damage after round 1; multiple targets (all targets in area 8).

9. Entry Catacomb

A wide avenue with four alcoves runs for 65 feet before opening into a grand hall. Within each of the four alcoves rest three golden sarcophagi, each uniquely carved to depict a stern man or woman clad in flowing robes. Because of their size, the lids require a successful DC 20 Strength check to lift. An empty sarcophagus in the northwest alcove has a false bottom (Perception DC 30), which hides a secret staircase leading to a 5-foot-wide passage that connects to areas 11a, 13, 16, and 17. Each sarcophagus is worth 200 gp and weighs upward of 3,000 pounds. Within the 11 occupied funerary boxes rests an assortment of jewelry worth 1,000 gp total.

10. Chamber of the Guardian

Thousands of golden tiles compose the floor, walls, and ceiling of this gilded chamber. Atop a raised 20-foot-diameter platform rests a menacing, gem-encrusted statue holding twin glittering swords. Single doors to the east and west and a series of three double doors to the north offer egress.

Above the doors along the north wall hangs a plaque engraved with a passage from the *Prophecies of Kalistrade*: "The right and proper path of a follower of Kalistrade leads to riches. One must always follow the letter of the law, but one can use its interpretation to bring about a favorable outcome. Be warned: anything more sinister can lead to folly, yet even in the depths of greed one can find secrets." While a reminder of the strict tenets of the *Prophecies of Kalistrade*, this plaque also serves as a clue to which door safely leads deeper into the catacombs (see area 11).



The statue at the room's center is actually a calikang, an eternal guardian purchased during the Golden Ossuary's initial construction. The calikang currently rests in a state of suspended animation, but it rouses quickly and attacks any creatures entering the room who do not wear one of the golden funerary masks denoting a servant of the tomb.

CALIKANG CR 12

XP 19,200

hp 157 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 307)

11. The Prophet's Path

Three identical, 30-foot-long corridors end in gem-encrusted doors. Two of the three corridors (areas **11a** and **11b**) are trapped, and in each of these corridors the trap triggers when the false door at the north end is opened. The phrase on the plaque in area **10** provides the answer to which passage is safe, and which leads to the catacombs' secret area. "The right and proper path" that leads to the vault is literally to the rightmost door. The phrase "more sinister" refers to the leftmost corridor, which contains a secret door connected to areas **9**, **13**, **16**, and **17**.

11a. Pit of Secrets

This hallway, the westernmost of the three identical passages composing area **11**, represents the farthest one can stray from the Prophecies of Kalistrade. As soon as anyone attempts to open the false door at the passage's north end, the floor drops away, revealing a spike-filled pit below. In the western wall of the pit is a secret door, which can be located with a successful DC 25 Perception check. Should a character enter the room from the hidden passage within, the trap can be disarmed from below with a DC 22 Disable Device check. The walls of the pit are smooth stone and require a successful DC 20 Climb check to scale.

ENHANCED CAMOUFLAGED SPIKED PIT TRAP CR 9

XP 6,400

Type mechanical; Perception DC 27; Disable Device DC 22

EFFECTS

Trigger location; Reset manual

Effect 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); Reflex DC 25 negates; multiple targets (all targets in area **11a**).

11b. Room of a Thousand Lashes

Choosing the central passage and attempting to open the false door at its north end triggers a trap that symbolizes the punishment that followers of Kalistrade inflict upon themselves for straying from the tenets of their faith. When triggered, the trap releases a series of barbed leather cords from the walls that lash all targets in the room for multiple rounds.

CHAMBER OF LASHES TRAP CR 10

XP 9,600

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; Duration 1d3+1 rounds; Reset repair

Effect Atk +20 melee (4d4+3); multiple targets (all targets within area **11b**).

11c. The Proper Path

This is the "right and proper path" referred to in the passage quoted in area **10**. Though it looks identical to the hallways in areas **11a** and **11b**, this passage contains no trap. The gem-encrusted iron door located at the hallway's north end is functional, albeit locked with a superior quality lock (Disable Device DC 40).

12. Guarded Catacomb

This burial chamber houses 12 alcoves, each of which contains three gilded sarcophagi (for a total of 36 funerary receptacles). The exquisitely crafted golden sarcophagi located within each alcove areas are identical to the ones found in area **9**. At each chamber's northern and southern ends stand a pair of golden statues depicting humanoid skeletons locked in an obscene embrace. Four of the 72 sarcophagi here are actually specially bred mimics, ready to strike at anyone who attempts to explore their contents.

A golden sculpture of a resting Kalistocrat lies atop each of the sarcophagi (both the real ones and the mimics). The sculptures are so lifelike that they appear ready to animate and attack any intruders. In truth, they are merely exquisite works of art, which are worth 200 gp as art objects (including the value of the gold they contain). Should the sculptures be marred in any way, the value of the damaged ones decreases to a mere 40 gp apiece. In their pristine form, the sculptures are unwieldy and must be transported with the heavy coffins beneath them, weighing close to 3,000 pounds each. Within the 68 true funerary boxes rests an assortment of jewelry worth a total of 2,000 gp.

DECOY SARCOPHAGI (4) CR 7

XP 3,200 each

Advanced variant mimics (*Pathfinder RPG Bestiary* 294, 204; *Pathfinder Campaign Setting: Dungeon Denizens Revisited* 25)

hp 66 each

Melee slam +12 (1d8+8 plus 2d6 acid and adhesive)

SQ aberrant biology, corrosive glue

SPECIAL ABILITIES

Aberrant Biology (Ex) The mimic ignores extra damage from critical hits and sneak attacks 50% of the time.

Corrosive Glue (Ex) The decoy sarcophagus deals 2d6 points of acid damage with every successful slam attack or grapple check.

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Adventure Hooks

The following adventure hooks can help GMs involve their players with the Golden Ossuary.

Lost Heirloom: During a game of chance, a well-reputed Kalistocrat lost an irreplaceable heirloom to a rival merchant. Convinced that her adversary cheated, she looks to rectify the situation. Unfortunately, the scoundrel perished and had the heirloom buried alongside his body within the famous Golden Ossuary. Cashing in on several favors, the desperate Kalistocrat purchased an illicit opening of the tomb's gilt doors. The noble Druman cannot risk tarnishing her reputation if she is discovered trespassing; therefore, she looks for a group of adventurers to retrieve the heirloom on her behalf.

Proper Burial: An annual lottery is held for the chance to plunder the ossuary for a period of 24 hours. This year, an emissary from Kyonin won the prize. The emissary, a sun-baked elf named Oantus Malaseer, claims his daughter Anauriel's remains became entombed within the bone house when she thwarted an assassination attempt on her employer. Impressed with her loyalty, her employer purchased her a plot to honor her service. With no legal way to claim his daughter's remains, Oantus entered the ossuary's lottery and won. Oantus now offers anyone his right to enter in exchange for retrieving his daughter's corpse.

Test the Defenses: In the events before the annual lottery, the ossuary's gilt-masked representatives recruit tomb raiders, safe crackers, and other ill-reputed professionals to test the crypt's wards. The agents of the Golden Ossuary offer a handsome reward to those scoundrels who can gain entrance beyond the gilded doors and retrieve a list of items from within the tomb before a period of 24 hours expires.

13. Anauriel's Tomb

Unique among the areas of the Golden Ossuary, this oval-shaped chamber is filled with plush pillows and silk curtains dyed in verdant hues. The air within is fresh and smells of pine sap and mulch. The ceiling is painted to resemble a twilight sky, and the walls depict woodland creatures among ancient tree trunks. Located on the western wall is a secret door painted to look like a tree, which leads to areas 9, 16, and 17. The secret door can be located with a successful DC 25 Perception check. If the PCs enter this tomb between the hours of midnight and 2 A.M., they find a woman—Anauriel Malaseer—resting here atop the field of pillows. If they arrive at any other time, the room is empty.

ANAURIEL MALASEER

CR 13

XP 25,600

hp 98 (see page 42)

14. Catacomb of False Promise

This catacomb has six burial niches with a total of 18 replica sarcophagi snuggled within their recesses. While similar in appearance to areas 10 and 12, this catacomb is actually a cleverly disguised death trap.

Located within the ceiling are several 1-foot-diameter holes that spill several tons of sand and gold dust into this chamber. When a creature steps on the triggering plate, the chamber's entrance slams shut. Objects or creatures in this doorway when this occurs take 8d6 points of damage. This damage can be negated with a successful DC 15 Reflex save to immediately shift out of the doorway, either fully in or fully out of the room. Once the door slams shut, this room fills with sand over the course of the next 10 rounds, suffocating any creatures buried beneath the golden sand, which rises at a rate of 2 feet per round. The sealed door can be forced open with a successful DC 22 Strength check or DC 30 Disable Device check.

At the chamber's north end stands a statue of a white-clad Prophet of Kalistrade holding a flawless sparkling diamond. A successful DC 15 Appraise or Knowledge (local) check identifies the spectacular diamond as the Padishah's Fist, a gift to the Golden Ossuary's founder from the Padishah Empire of Kelesh that's worth 16,000 gp. If news of the diamond's theft from the ossuary reaches the ears of the current Padishah Emperor, he sends agents to reclaim it (even if it is taken by a lottery winner during the allowed 24-hour period of plunder). Harvesting the gold from the sand takes several weeks, and authorities are quite likely to intercede well before this task is completed. However, for every hour a PC spends collecting the gold dust, she can separate 2d100 gp worth of gold powder.

GOLD DUST FLOOD TRAP

CR 9

XP 9,600

Type mechanical; **Perception** DC 25; **Disable Device** DC 28

EFFECTS

Trigger touch; **Duration** 10 rounds; **Reset** none

Effect rushing gold dust (targets directly under the vent holes are knocked prone and take 2d6 points of bludgeoning damage per round plus suffocation; Reflex DC 20 negates)

15. The Vault

This shimmering chamber is filled with riches that rival an ancient dragon's hoard. Bright, almost-blinding light reflects off the myriad glittering coins and other valuable objects piled here. Because of the sea of coins within this chamber, the entire room is considered difficult terrain. The doors to the vault are lined with a copperlike skymetal known as horacalcum, which creates a pocket of slowed time within the vault. One minute of perceived time spent within the chamber takes 1 hour of real time, so lottery winners' 24-hour window to plunder the tomb passes more quickly than most realize. This effect also prolongs the life of the vault's platinum-clad guardian. A PC can identify



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the skymetal on the door with a successful DC 25 Appraise check, or notice dust motes in the hallway outside the door moving at seemingly lightning speed with a successful DC 30 Perception check. The doors are worth 30,000 gp because of the presence of this rare metal.

The Golden Ossuary's vault contains the following, split among chests, ceramic pots, jewelry boxes, unique items, and piles of loose coins: a wonderfully crafted hydraulic weighing 5,500 pounds, which when attached to a water source plays a haunting melody of unknown origin (worth 4,000 gp); an ivory box that depicts images of flying cities on its surface, which when opened displays a miniature floating model of the Shory city of Kho (worth 7,500 gp); a collection of interlocking sculptures depicting the gods of the Inner Sea in various lewd positions, save for Shelyn, who appears prudish (worth 5,000 gp total); a set of the best-known volumes of the *Pathfinder Chronicles*, expertly bound and embossed with gold leaf (worth 5,200 gp total); a board game depicting golden figures of serpentfolk fighting savage humans covered in strange writing (worth 3,400 gp); 400 pp, 32,200 gp, 24,900 sp, and 91,356 cp. Additionally, any valuables the PCs placed in the statues' hands in area 1 are located here.

Except for during the 2 hours each night when she sleeps in her chamber (see area 13), Aradati Kalm's most loyal guardian, Anauriel Malaseer, can be found in this room. A former member of the Mercenary League, Anauriel now serves her deceased master by standing vigilant in the heart of his tomb, waiting for the time to have him resurrected (see page 42).

ANAURIEL MALASEER

CR 13

XP 25,600

hp 98 (see page 42)

16. Architect's Tomb

A chandelier made from gold-plated bones dangles from the ceiling of this chamber.

Eight ornate pillars stand between the entrance to the south and a curious glass casket to the north. The stairs terminate at a locked set of copper-hued doors warded with an *alarm* spell (keyed to Anauriel as a mental *alarm*). The glass casket is made from clear quartz decorated with gold trim. Clearly visible within the quartz casket is a floating figure that appears to be levitating in a serene state of sleep. A permanent *gentle repose* spell has been cast upon the figure entombed within the casket. With a successful DC 15 Knowledge (local) check, a character identifies the figure within as the Golden Ossuary's architect, Aradati Kalm.

The quartz casket is worth 600 gp. A character can discover the casket's opening mechanism with a successful DC 15 Perception check. To activate this mechanism and slide the top open, a character must succeed at a DC 20 Disable Device check.

17. Chamber of Deeds

This immaculate chamber contains hundreds of safe-deposit boxes, each locked with a superior-quality lock. Of the 400 lock boxes built into this chamber, only 21 are filled. Twenty of these each contain a single scroll detailing a legal transaction of property. Fifteen of these deeds are for residential properties located within Druma. The remaining five confer ownership of a tavern in Absalom, a foundry in Alkenstar, a silk mill in Jalmeray, a pesh farm in Katapesh, and a whaling ship harbored in Desperation Bay, respectively. Common to each deed is the signed transfer of ownership from one Aradati Kalm to an individual named Anauriel Malaseer. The remaining deposit box holds a leather-bound document labeled "Terms of My Resurrection," and details a complex plan with instructions on how to manage the Golden Ossuary and divest the profits into real estate purchases. It also sets forth specific conditions that must be met before Aradati is brought back to life. Curiously, the final page of the book contains not business plans, but strange magical symbols. This page can be identified as a *scroll of resurrection*—it's intended to be used to bring Aradati back to life at the appointed time.



Anauriel Malaseer

Creatures

The following new creatures guard the Golden Ossuary.

Anauriel Malaseer

This elven warrior gleams like a burnished statue.

ANAURIEL MALASEER **CR 13**

XP 25,600

Female platinum-clad elf fighter (polearm master) 11
(Advanced Bestiary 199, Advanced Player's Guide 106)
 LN Medium humanoid (elf)
 Init +1; Senses low-light vision; Perception +10

DEFENSE

AC 22, touch 12, flat-footed 21 (+5 armor, +1 deflection, +1 Dex, +5 natural)
hp 98 (11d10+33)
Fort +11, **Ref** +7, **Will** +9; +2 vs. enchantments
Defensive Abilities light fortification; **Immune** sleep;
Resist electricity 5, fire 20

OFFENSE

Speed 20 ft.
Melee +2 *bardiche* +20/+15/+10 (1d10+10/17-20)
Ranged longbow +12/+7/+2 (1d8/×3)
Special Attacks pole fighting, steadfast pike

STATISTICS

Str 18, **Dex** 12, **Con** 13, **Int** 14, **Wis** 13, **Cha** 12
Base Atk +11; **CMB** +15 (+19 trip); **CMD** 27 (29 vs. trip)
Feats Combat Expertise, Combat Reflexes, Furious Focus^{APG}, Greater Trip, Improved Critical (*bardiche*), Improved Trip, Iron Will, Lunge, Power Attack, Toughness, Tripping Strike^{APG}, Weapon Focus (*bardiche*)
Skills Appraise +7, Knowledge (local) +6, Perception +10, Sense Motive +12, Spellcraft +8 (+10 to identify magic item properties), Stealth +12; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties
Languages Common, Elven, Sylvan
SQ elven magic, flexible flanker
Combat Gear *potion of bear's endurance, potion of bull's strength, potion of cure moderate wounds*; **Other Gear** +2 *studded leather*, +2 *bardiche*^{APG}, longbow with 20 arrows, *cloak of resistance* +3, *ring of protection* +1, *ring of sustenance*, 35 gp

Aradati Kalm's most loyal servant was his elven bodyguard, Anauriel Malaseer. Early in his career, Aradati realized his brief human existence wouldn't allow him to witness the final triumph of the Prophecies of Kalistrade, so he entrusted Anauriel with ensuring he would live again when the time drew near. To protect his investments, he augmented Anauriel with an expensive alchemical process, giving the elf a protective platinum casing designed to distract her foes and deflect their attacks.

For the last decade, Anauriel has patiently tended to her departed master's affairs while keeping her existence a secret. Believed to be deceased herself, she is unhindered in following her master's agenda, laid out in a 100-page tome she keeps secreted away in area 17.

True to her dead master, she waits until the realization of the Prophecies of Kalistrade—that is, until the ivory-clad merchants of Druma own the world. When this event draws near, her orders are to resurrect her preserved master so he can live in the prophesied time of glory.

Animate Hoard

This pile of treasure offers tempting glimpses of gems and jewelry.

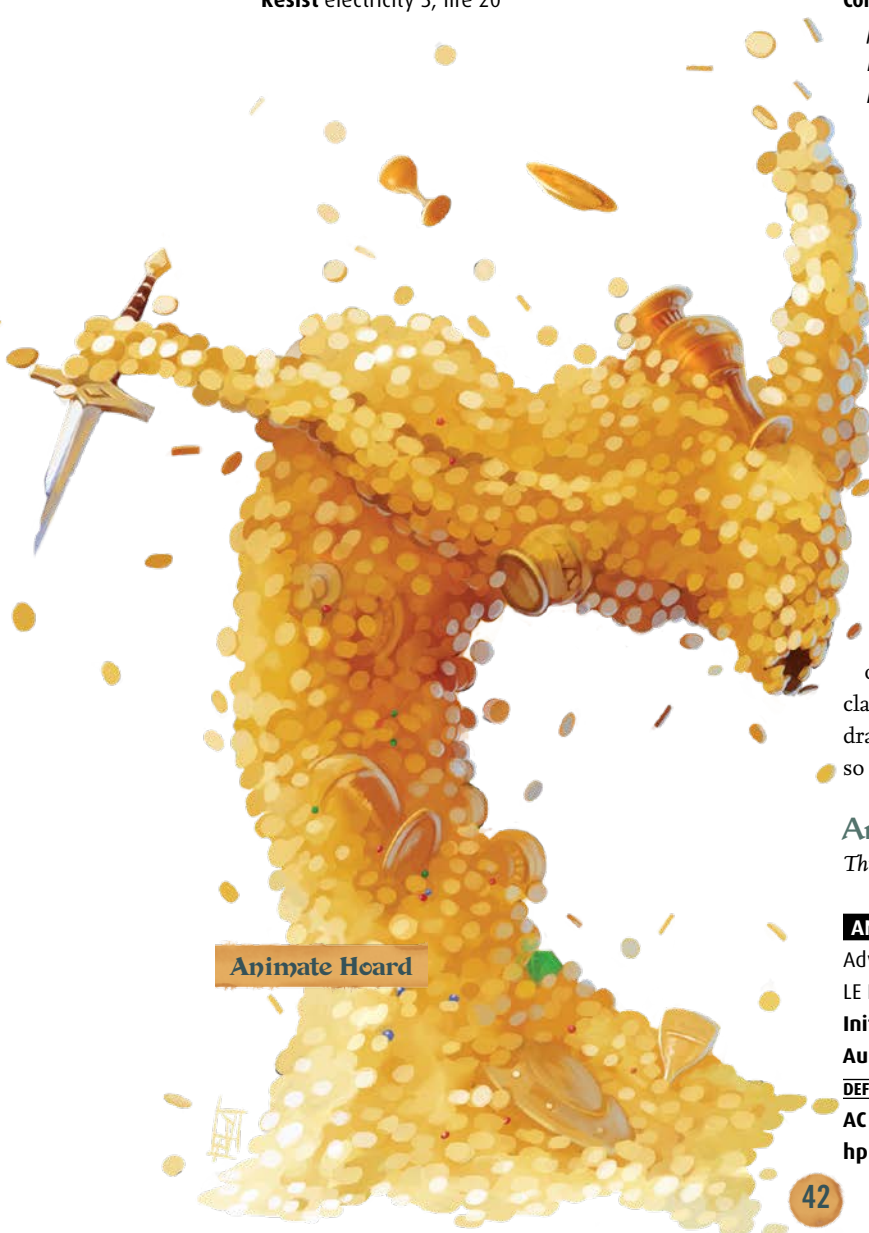
ANIMATE HOARD **CR 9**

Advanced animated object
 LE Huge construct
Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +2
Aura avarice

DEFENSE

AC 21, touch 8, flat-footed 21 (-2 Dex, +15 natural, -2 size)
hp 111 (13d10+40)

Animate Hoard





Fort +4, Ref +2, Will +4

Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +21 (1d8+10)

STATISTICS

Str 30, **Dex** 6, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +13; **CMB** +25; **CMD** 33

Skills Perception +2, Stealth +0

SQ Construction Points

SPECIAL ABILITIES

Amalgam (Ex, 2 CP) The object is made up of smaller but similar objects. Its ability to constantly shift its form grants it immunity to critical hits and flanking. It also does not take additional damage from precision-based attacks, like sneak attacks. The object can move through spaces half its size without squeezing. The object also receives a +10 racial bonus on Stealth checks.

Avarice Aura (Su) Creatures within 10 feet of the animate hoard are subject to overwhelming feelings of greed. Such creatures must succeed at a DC 23 Will save each round while within the aura. Failure results in the affected creature taking no actions that round other than attempting to retrieve a glittering object from the animate hoard's mass (this action does not provoke an attack of opportunity). This is a mind-affecting effect. The DC is Wisdom-based.

Guardian (Ex, 1 CP) The object is granted the ability to follow basic orders and watch for enemies, changing its Wisdom score to 10 and granting it a +2 racial bonus on Perception checks.

None of the guardians who patrol the Golden Ossuary are more unwavering than the mindless constructs that go about their duties in silence—particularly the cleverly disguised animate hoards. Possessing awareness far surpassing that of standard animated objects, these swarmlike creatures blend in with the ossuary's riches.

Ossuary Agent

A metal mask covers the face of this attentive guard.

OSSUARY AGENT

CR 7

XP 3,200

Human ranger 2/rogue 6

LN Medium humanoid (human)

Init +8; **Senses** Perception +15

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

hp 56 (8 HD; 6d8+2d10+14)

Fort +6, **Ref** +12, **Will** +6

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 rapier +9/+4 (1d6+3/18-20), mwk dagger +9 (1d4+2/19-20)

New Magic Item: Ossuary Mask

Worn by the agents of the Golden Ossuary, these gilded funerary masks aid them in seeing through the deceptions of those trying to steal from the tomb, as well as hide their identities.

OSSUARY MASK		PRICE
		3,100 GP
SLOT head	CL 5th	WEIGHT 1 lb.
AURA faint abjuration and divination		

This golden funerary mask depicts the serene expression found only at the moment of a peaceful death. When worn, it grants the wearer a +2 competence bonus on Appraise, Perception, and Sense Motive checks, and a +2 resistance bonus on Will saving throws.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>guidance</i> , <i>resistance</i>	1,550 GP

Special Attacks combat style (two-weapon combat), favored enemy (humans +2), sneak attack +3d6

STATISTICS

Str 14, **Dex** 18, **Con** 13, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 23

Feats Alertness, Dodge, Double Slice, Improved Initiative, Iron Will, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +14, Appraise +12, Bluff +10, Diplomacy +10, Disable Device +17, Intimidate +10, Knowledge (local) +10, Perception +15, Sense Motive +15, Stealth +14

Languages Common, Dwarven

SQ rogue talents (combat trick, quick disable, trap spotter), track +1, trapfinding +3, wild empathy +1

Combat Gear *elixir of truth*, *potion of cure moderate wounds*;
Other Gear +1 chain shirt, +1 rapier, mwk dagger, ossuary mask, thieves' tools

Most visitors to the Golden Ossuary have little to fear from the metal-masked guards who patrol the bone house's opulent grounds. While it is mandatory for visitors, including mourning relatives or prospective plot buyers, to be escorted by agents while wandering within the premises, the agents are there less to deter theft than to keep visitors from falling afoul of the ossuary's many guards and wards.

During the annual lottery, these guards steer clear of the winning team for 24 hours, instead protecting those reveling in the side events. However, winners still inside when their 24 hours expire are met with efficient resistance.

The ossuary agents claim their superiors receive orders each morning via written instructions from an unknown entity. While speculation surrounding the identity of their leader runs wild, any curiosity is quelled by the obscene monthly payments these agents receive.

Introduction

Cairn of Attai
Horse-Speaker

Clockwork Vault

Everforge

Golden Ossuary

Prismatic Lantern

Tomb of the
Necrophage



Prismatic Lantern

The design of the siege tower was brilliant—except for the idea of controlling the structure from a demiplane. The raw elemental power just couldn't be contained in that small extradimensional space. To be sure, Alziķa the Prismatic was a genius, but she pushed at boundaries only the archmage Nex could safely manage. It is no surprise the Arclord died such a spectacularly destructive death. I have no doubt her very soul was consumed in that explosion all those centuries ago. Still, the design had potential. Perhaps once I've brought the Council of Three and Nine completely under my influence, I will commission the production of an improved version for deployment.

—From the journal of Agrellus Kisk, Arclord of Nex



Introduction

Cairn of Attai
Horse-Speaker

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Prismatic Lantern

Tomb of the
Necrophage

Along the Ustradi River near the Nexian fortress city of Ecanus stands a soaring crystalline tower known as the Prismatic Lantern. The spire stands as a beacon and watchtower against marauding beasts from the Mana Wastes or an invasion by the forces of Geb should hostilities renew between the two nations. The final magical weapon built by the Arclord Alzika Karr—known as Alzika the Prismatic—the tower also serves as the doorway to the Arclord’s final resting place, her personal demiplane created using spellcraft passed down from the legendary archmage Nex himself.

Atop the Prismatic Lantern, a variety of lenses, mirrors, and prisms attached to mechanical armatures rotate around the central permanent *prismatic sphere* according to esoteric algorithms programmed by Alzika centuries ago. The chaotic energies collected by the orrery are focused into colored beams, which are directed into the distant wastelands surrounding Ecanus. In times of war, the beams of the Prismatic Lantern can be turned against the city’s enemies, filling the skies with flashing rays of deadly arcane energy.

Each year the clergy of Nethys in Ecanus gather during their holy days in the month of Neth to renew the wards and blessings placed on the Prismatic Lantern. Witnesses claim an enormous insectile creature with an opalescent carapace exits the *prismatic sphere* on occasion and climbs down the spire to speak with the Nethysian priests. Students of the War College in Ecanus often visit the mausoleum of Alzika before their final arcane trials, hoping her greatness will inspire their efforts.

History

Shortly after the expulsion of the Arclords of Nex from Jalmeray in 2822 AR, Alzika Karr of Ecanus, a fiery spell duelist and prodigy in the fabrication of powerful siege constructs, earned the mantle of commandant of the city’s famed War College. Under her tutelage, Ecanus’s battle mages and alchemists embraced bold new strategies and daring tactical maneuvers, forming an elite corps of spellcasting warriors. These troops would soon find purpose as the Arclords of Nex set plans in motion to besiege the great city of Absalom. But to breach the city’s walls, they needed devastating weapons. The Prismatic Lantern served as the prototype for such machines of war.

Alzika based her design for the Prismatic Lantern on conceptual notations found in a treatise of elemental theory by the archmage Nex. The brilliant war mage intended to create a siege engine capable of harnessing the energies of the elemental planes. With the assistance of the most powerful Nexian priests of Nethys, she grew a graceful spire of flowing crystal from the waters of the Ustradi. Atop the tower the Arclord constructed an animated orrery composed of rare metals and precious gemstones, built around the doorway to a demiplane that would serve as the siege engine’s power source.

After creating the demiplane, Alzika bound four powerful elements to crystal nodes within it that were constructed to tap the power of planar conduits. She then attuned all four nodes to her crystalline staff. Once the nodes were operational, the Arclord tested the Lantern’s readiness against targets in the Spellscar Desert, just across the border—the lantern’s deadly rays laid waste to enormous vermin and whole tribes of mutants from the Mana Wastes.

Alzika’s frequent tests of the Prismatic Tower, however, soon drew the attention of Nex’s enemies in Geb, who sent a contingent of undead calikangs across the border near Ecanus to claim the towering war machine for their own. Able to absorb the energy blasts of the Prismatic Lantern, the six-armed undead threatened to overwhelm the Arclord’s defenses. In desperation, Alzika attempted to channel the energy from the elemental nodes into one annihilating burst. In the ensuing magical explosion, Alzika’s greatest creation became her doom—the blast rocked the Prismatic Lantern, sundering the crystal staff of control into four pieces. The explosion consumed the attacking calikangs, cracked the foundations of the walls of Ecanus, and ended Arclord Alzika Karr’s life.

It was never determined whether the elemental backlash resulted from a miscalculation by the Arclord or feedback from all the raw elemental forces involved. In the aftermath of what was considered a catastrophic failure, the Arclords deemed the prototype war machine too volatile for their planned attack on Absalom. The Nethysian High Priest transformed the pieces of the Prismatic Lantern’s *crystal control staff* into four crystal rods; she kept one for herself and entrusted one each to the Council of Three and Nine, to the new commandant of the War College, and to Alzika’s cohort, the azruverda Shemimar. Alzika’s apprentices interred her body in her abode within the demiplane, turning it into a mausoleum.

Today, the sole living inhabitant of the tomb is Shemimar, who has been granted near immortality by the timeless nature of the demiplane (*Pathfinder RPG GameMastery Guide* 185). She guards her mentor’s tomb vigilantly, and uses the years to contemplate her existence and meditate on the nature of the multiverse. In recent years, however, the current commandant of the Ecanus War College, a skilled magus named Ananda Rahira, has come to believe leaving the weapon atop the tower unused is a waste. With increasing regularity, she has used her *crystal control rod* to enter the demiplane that powers the device, researching the principals behind the weapon. She currently lacks the confidence to attempt to wrest complete control of the weapon from the three others who hold *crystal control rods* and share access to its interior, but were anyone or anything to upset the tenuous balance of power between those who control the various rods, Ananda would likely jump at the opportunity to take control of the Prismatic Lantern for herself.

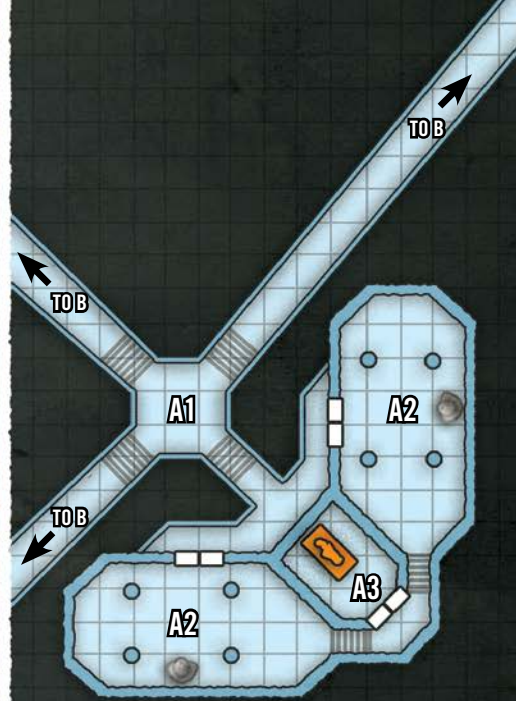
PRISMATIC LANTERN

1 SQUARE = 5 FEET



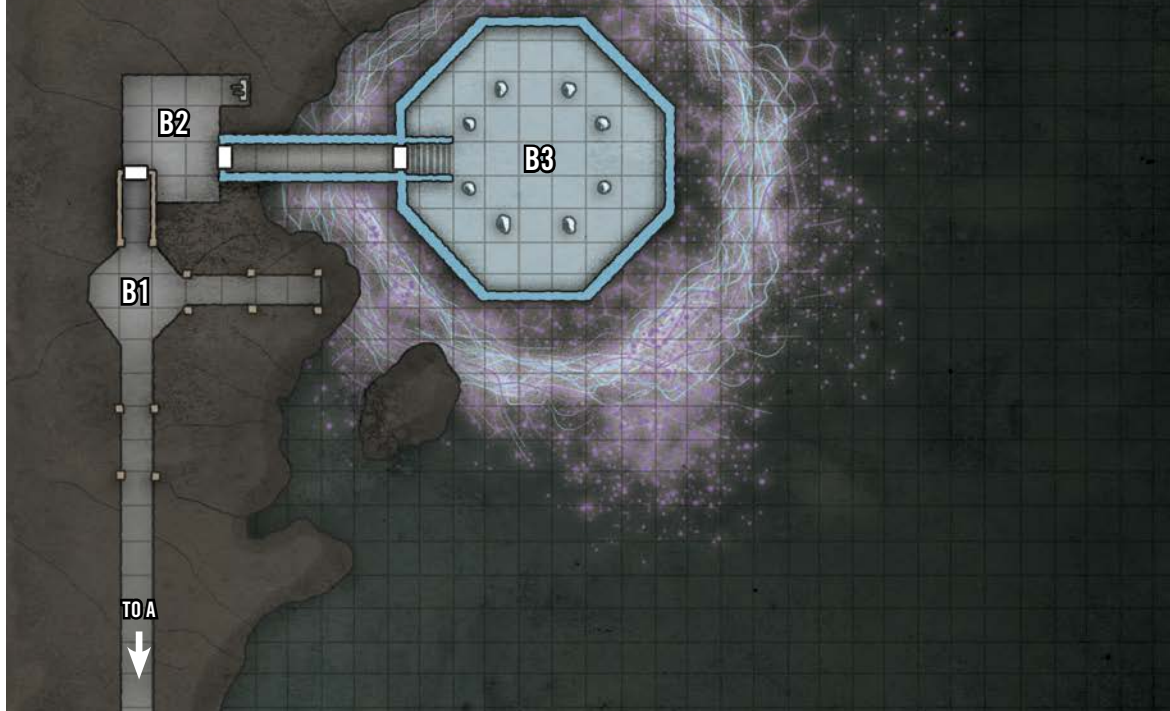
A. KEYSTONE

1 SQUARE = 10 FEET



B. ELEMENTAL NODE

1 SQUARE = 10 FEET





Description

Standing just outside the city walls of Ecanus, on the banks of the Ustradi River, a soaring tower reaches into the sky. Thin veins of blue crystal flow upward in a lattice bearing inlaid mithral runes and glyphs that magically strengthen the structure and honor Nethys. No visible stairways ascend the tower—those who cannot command magic in Nexian society are not expected to experience its most powerful wonders. The slender spire widens at the top to support four brass platforms upon which the enormous gears of the complex mechanical orrery operate.

The orrery is composed of four metal armatures with branching arms covered in lenses, mirrors, and prisms that orbit the tower on toothed rings turned by massive cogs stacked and engaged at the center of the platform. Random eldritch energies released from the miniature sun at the machine's center coalesce into colored filaments collected by the lenses. Once sufficient potential builds up, it is discharged from the tower in sweeping arcs like the beams of a lighthouse, sending erratic blasts of magic away from the city below into the surrounding wastelands or directing them at the city's enemies.

The tower itself is solid, without any interior chambers to speak of. The interior of the tomb is instead located on a demiplane within the *prismatic sphere* that acts as the flame to the lantern's lamp. Within this demiplane lies the source of the Prismatic Lantern's power, and here too is its lone occupant interred.

Features

At night the tower's glow is bright enough to provide normal light up to 60 feet away. The amount of arcane energy stored in the tower is so great that any spellcaster in contact with the Prismatic Lantern adds half her caster level to spell damage from spells of the conjuration and evocation schools. As magnificent as the workings of the tower are, they merely serve as the doorway to the fabulous and deadly demiplane left behind by the daring Arclord's final act of wizardry.

Entering the demiplane normally requires the use of one of four *crystal control rods* (see below), though another way does exist. At sunrise and sunset, a violet-hued charge builds among the lenses and prisms of the Prismatic Lantern, discharging once the sun clears the horizon. Any creature present during this priming of the machine can attempt a DC 30 Knowledge (arcana) check to identify the planar nature of this energy. A successful DC 30 Knowledge (engineering) or Spellcraft check reveals that manipulating the armatures into the correct alignment around the *prismatic sphere* exposes an inlaid mithral *teleportation circle* hidden upon the primary cogs. Taking control of the machine's armatures and optics in this way requires succeeding at four DC 25 Use Magic Device or DC 33 Disable Device checks. When the energy is discharged, any creatures standing within the *teleportation*

circle are deposited before the entrance to the Arclord's tomb at the heart of the demiplane.

Creatures arriving within the demiplane appear in a *teleportation circle* before the mausoleum called the Keystone, where the remains of Arclord Alzika Karr are interred. Three trails lead from the *teleportation circle* away from the Keystone; two terminate at separate elemental nodes, and the third splits into two more paths, each leading to another node. These four nodes are built around conduits to the elemental planes. The demiplane of the Prismatic Lantern takes the form of the inside of a great earthen sphere, an enormous geode nearly 10 miles across. The cavern is filled with fields of enormous luminous crystals, boiling geysers, pools of magma, and raging tempests. Life teems within the demiplane—swarms of glowing insects and forests of luminescent fungi thrive among the strange crystal growths, especially near the elemental nodes of earth and water. Mobs of mephits call the appropriate nodes home, brought here to assist in maintaining the conduits and serving the four elder elementals, each of which is bound to a different node. The abundant life is attributed to a slight connection to the Positive Energy Plane, a safeguard against a possible attempt by the undead armies of Geb to claim the tower. The clusters of lambent orange crystals that compose the geode can be used to empower any spell from the conjuration (healing) subschool or channeled positive energy once per hour as a *greater empower metamagic rod*. Using this power reduces the illumination to dim light in a 120-foot radius.

The natural stone floor of the demiplane is considered difficult terrain, except for the flagstone paths that connect the Keystone to the elemental nodes. Magical flight and teleportation effects are the most efficient modes of travel. The enclosed environment and the elemental node of fire subject visitors to severe heat (*Pathfinder RPG Core Rulebook* 44).

The four *crystal control rods* formed from Alzika Karr's staff control her demiplane and its guardians.

CRYSTAL CONTROL ROD		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 5 lbs.
AURA strong conjuration and evocation		

This translucent crystalline rod is 2-1/2 feet long; its ends are jagged and its length is carved with arcane runes. In addition to functioning as a *greater elemental metamagic rod* (*Pathfinder RPG Ultimate Equipment* 188), a *crystal control rod* also provides the wielder with access to and control over the demiplane at the heart of the Prismatic Lantern in the following ways.

- The wielder can enter the Prismatic Lantern's demiplane as a standard action when within 100 feet of the *prismatic sphere* at the top of the siege tower. This deposits the wielder and up to eight creatures touched in area **A1**. Conversely, the wielder and up to eight creatures touched can exit the demiplane from anywhere in the realm as a

standard action; they then find themselves at the top of the tower on the Material Plane.

- The wielder does not set off any of the Prismatic Lantern's defenses, and creatures within don't hinder the efforts or movement of the wielder or her allies unless attacked.
- With a mental command, the wielder can activate any of the Prismatic Lantern's defenses, and call for aid both from the protectors of the demiplane and the wielders of other *crystal control rods* on the Material Plane.
- The wielder can control the flow of energy into the rod's associated elemental node (see area **B2**).
- The wielder is alerted via a mental *alarm* if any of the elemental nodes come under attack or if the wielder of another *crystal control rod* summons help.

If a *crystal control rod* is destroyed, the elemental bound to the associated elemental node is freed and that elemental node becomes unstable (see area **B3**).

DESTRUCTION

The rod is destroyed if it takes 100 points of damage of the energy type opposed to its associated element from a single source in 1 round.

A. The Keystone

Designed as the command chamber for the Prismatic Lantern, the Keystone takes the form a small palace of white marble overlooking the entry portal to the demiplane. The central tower of the Keystone rises 60 feet above the courtyard, while the two wings of the Keystone's library rise 30 feet. The doors are constructed of strong wood and remain unlocked unless alarms are raised. The interior rooms are lit by *everburning torches*. Within the castle, temperatures are cool and comfortable, unlike the harsh environment outside.

A1. Entry Portal

Creatures entering the demiplane from the Prismatic Lantern's orrery arrive in the mithral-inlaid *teleportation circle* in the courtyard below the Keystone. Three sets of stairs lead away from the circle into the cavernous geode, eventually splitting into four copper-and-iron walkways leading to the elemental nodes that power the Prismatic Lantern. A mithral golem hiding in its fluid form immediately challenges any creatures arriving without a *crystal control rod*. The golem can passively remain in fluid form within the *teleportation circle* indefinitely, but is otherwise limited to its normal use of the fluid form ability in combat.

MITHRAL GOLEM

CR 16

XP 76,800

hp 172 (*Pathfinder RPG Bestiary 2* 139)

A2. Library

Within the Keystone lies the great library of Alzika the Prismatic. Polished wooden tables and chairs are situated throughout the room's center, while bookshelves form this

chamber's walls, stretching upward for three levels. Iron-grated catwalks ring each level, connected by rolling ladders. A large globe of Golarion cast from adamantine rests on a marble pedestal at the far end of the room.

Visitors attempting to remove a book or object from the shelves or cabinets without a *crystal control rod* trigger walls of fire, which project their intense heat toward the reading areas of the library, thus protecting the collection from theft. Items from the library's collection are immune to fire while they remain within the Keystone. The adamantine globe—actually a gravitic globe—also animates to protect the collection.

Standing vigil over the library wings and the stairs leading to the late Arclord's mausoleum are statues of elegantly armored warriors of noble bearing. The statues radiate strong conjuration auras. With a successful DC 23 Knowledge (planes) check, a character identifies the statues as depicting ghaele azatas. If any bearer of a rod speaks the statues' command word or the doors to the Arclord's mausoleum are opened by creatures that don't possess a *crystal control rod*, a ghaele azata appears to defend the Keystone.

GRAVITIC GLOBE

CR 10

XP 9,600

hp 140 (see page 52)

WALL OF FIRE TRAP

CR 12

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic

Effect spell effect (empowered heightened maximized *wall of fire* [CL 8th]; 20 points of fire damage to creatures within 10 feet, 10 points of fire damage to those past 10 feet but within 20 feet, and 35 points of fire damage to any creature passing through it); multiple targets (all targets in area **A2**).

GHAELE GUARDIAN TRAP

CR 11

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic

Effect spell effect (*summon monster IX*; summons 1 ghaele azata [*Pathfinder RPG Bestiary 25*])

A3. Mausoleum

Alzika the Prismatic lies interred in this austere chamber. Encased in a *force casket* (see page 49) atop a stone bier, the Arclord's body remains preserved for viewing by visiting students of the War College, other Arclords, and members of the Temple of Nethys, all of whom consider Alzika Karr to be one of the finest military minds in the history of Nex. Dozens of exotic magical weapons hang on the walls around the Arclord's body—her arcane armory. Among the true magic arms are four miniature platinum swords—foci for the *mage's sword* traps hidden in plain sight around

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the room. Alzika's former cohort, the celestial azruverda Shemimar, is usually found at this site, fastidiously attending her mentor's crypt. Kept young through the millennia by the demiplane's timeless quality, Shemimar nevertheless possesses the wisdom of centuries, but is more aloof than others of her kind because of her isolation from other living creatures. If present, the azruverda grants access to her mistress's resting place to visitors who approach the mausoleum respectfully. If threatened by intruders, the caretaker activates the *alarm* function of her *crystal control rod*, summoning the ghaele azatas from area **A2** and triggering the mausoleum's defenses.

SHEMIMAR **CR 13**
XP 25,600
 Female young celestial azruverda (*Pathfinder RPG Bestiary 3* 291, 290, 30)
hp 136

MAGE'S SWORD TRAPS (4) **CR 9**
Type magic; **Perception** DC 32; **Disable Device** DC 32
EFFECTS
Trigger proximity (*alarm*); **Reset** automatic
Effect spell effect (*mage's sword* +17, 4d6+3/19–20 force damage)

Alzika's body was perfectly preserved and lovingly placed here within a custom *force casket*, which is detailed below.

FORCE CASKET		PRICE
		8,000 GP
SLOT none	CL 10th	WEIGHT —
AURA moderate evocation, necromancy, and universal		

A permanent globe of shimmering force encloses one corpse, provided the corpse is small enough to fit within the 10-foot diameter of the sphere, which functions as a *resilient sphere* spell. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell, or a targeted *dispel magic* spell. These effects destroy the sphere without causing harm to the corpse within. Nothing can pass through the sphere, either from the outside or from within. The corpse within a *force casket* is also preserved so that it does not decay.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
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Craft Wondrous Item, *gentle repose*, *resilient sphere*

B. Elemental Node

Beyond the Keystone lie four elemental nodes, each of which harnesses the energy from a planar conduit to a different elemental plane—Air, Earth, Fire, or Water. Each node is positioned near an energy vortex (see area **B3**) where an elder elemental is bound within a circle of crystal pillars suspended above the vortex by telekinesis. The elemental channels the energy from the vortex into the crystals,

which are regulated by a nearby control center (see area **B2**) that is keyed to one of the four *crystal control rods*.

Within 100 feet of each elemental node, magic is affected as it would be on the corresponding elemental plane: spells of the matching energy types are enhanced, and spells of the opposing types are impeded (*GameMastery Guide* 186). The crystal pillars forming the node are controlled from a small structure adjacent to the platform within the energy vortex.

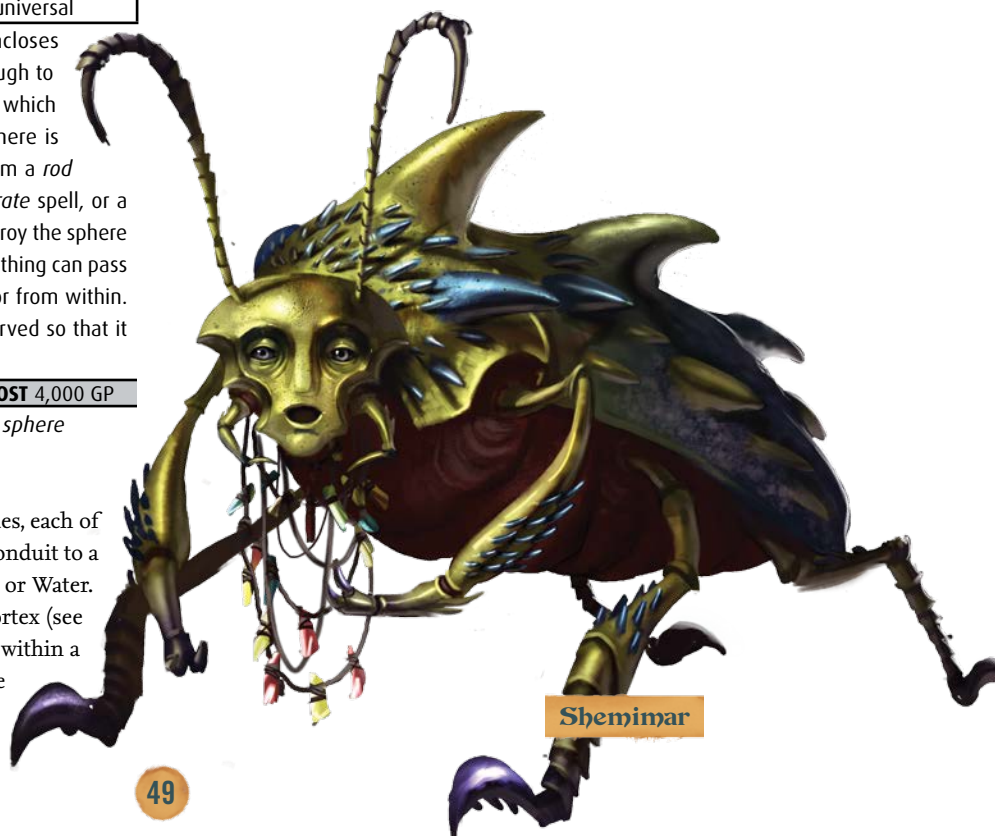
B1. Observation Deck

Each walkway leading from the Keystone ends at a small observation deck perched above a swirling vortex of elemental energy. At each deck, three mephits of the type associated with that node's element flit about the area performing minor maintenance or other duties in service of the elemental node. Wire-wrapped crystalline conductors, pulsing with light and arcs of electricity, feed from the platform in the energy vortex to the iron observation deck, running in veins all the way back to the Keystone.

MEPHITS (TYPE VARIES) (12) **CR 3**
XP 800 each
hp 19 each (*Pathfinder RPG Bestiary* 202 or 203)

B2. Control Center

This small structure houses the control mechanisms that draw energy from the elemental conduit and channel them into the Prismatic Lantern. Arcane diagrams and schematics adorn the walls. A small window hangs above a panel of complex levers and switches, looking out into the nearby energy vortex.



Adventure Hooks

Many spellcasters seek access to Alzika the Prismatic's extraplanar retreat, hoping to peruse her wondrous armory, the accumulated collection of spells within, and her personal collection of the writings of the lost archmage Nex. The following adventure hooks can be used to start adventures set in the Prismatic Lantern.

Ananda's Call: A player character comes into possession of the *crystal control rod* attuned to the earth node. Learning of a new potential rival for control of the Prismatic Lantern, Ananda Rahira activates her rod's *alarm* function to summon aid—a false alarm to draw the PCs to the tower. When the adventurers arrive, Ananda quickly turns the demiplane's defenses against them, creating a battle of wills between the two control rod wielders.

Elemental Forces: Knowledge of the centuries-long imprisonment of the elder elementals bound to the Prismatic Lantern's demiplane has reached the elemental tribes of Osirion's deserts. Insulted at the treatment of elders of their kind, the elementals have petitioned to the Ruby Prince's elemental companion, the invisible fire elemental Janhelia, seeking justice. To that end, Janhelia hires emissaries to enter the Prismatic Lantern and free the elementals bound within by any means necessary.

Wrench in the Gears: The animated orrery of the Prismatic Lantern has functioned for centuries, discharging magical energies radiating from the *prismatic sphere* at its heart into the surrounding wastelands. Recently, however, a burst of energy from the tower was not redirected harmlessly away from Ecanus and caused significant damage to one of the city's fleshforges. One of the nine administrators on the Nexian Council of Three and Nine now calls for an exploratory mission into the Prismatic Lantern to determine why it's malfunctioning and to repair it if possible.

Each control center is keyed to a different *crystal control rod*. The wielder of the appropriate rod can use it to open or contract the circle of crystal pillars like an iris, allowing the energy vortex to grow or shrink as necessary to meet the Prismatic Lantern's needs. Controlling the pillars with the appropriate *crystal control rod* is a move action that requires a successful DC 20 Spellcraft check from anywhere inside the demiplane or within 60 feet of the tower on the Material Plane. Without the rods, the only way to manipulate the crystal pillars is from within the control center. Deciphering the complex instructions on the room's walls requires a successful DC 30 Knowledge (arcane, engineering, or planes) check after a minimum of 1d4 minutes of study. If the diagrams are decoded successfully, the control panel can be manipulated with

either a successful DC 30 Use Magic Device or a successful DC 40 Disable Device check as a standard action. Any attempt to manipulate the control panel that fails by 10 or more causes the panel to deal 4d6 points of damage of the corresponding energy type.

Ananda Rahira can be found at the controls of the elemental node of water. She sees any intruders' presence as meddling, and if confronted she is not afraid to sacrifice her staff to destroy her *crystal control rod*—thus destabilizing the elemental node of water and potentially disrupting the functioning of the Prismatic Lantern—to prevent control of the device from falling into what she sees as the wrong hands.

ANANDA RAHIRA

CR 14

XP 38,400

hp 131 (see page 51)

B3. Energy Vortex

This wide platform surrounded by eight hovering pillars of glowing crystal is suffused with the energy of an elemental plane. A Huge elder elemental stands in the center of it all, controlling the flow of energy from the vortex into the crystals. The circle of pillars forms a *magic circle against chaos* and a *globe of invulnerability*, binding and protecting the elemental on the platform. The elemental's binding requires it to defend the platform and allows it to reach beyond the crystal pillars to defend itself or the node.

The elemental can be freed (or the elemental node destroyed) through two methods. The first is by destroying the *crystal control rod* attuned to the appropriate element (see page 48). Alternatively, the crystal pillars can be destroyed (AC 5, hardness 15, 150 hp). Any creature standing on the platforms within the energy vortex takes 10d6 points of energy damage per round (Reflex DC 21 half). Attacking the crystal pillars triggers a mental *alarm* spell on the attuned *crystal control rod*, alerting its bearer to the danger. Any sign of danger to the Prismatic Lantern brings one of the following to investigate after 1d4 minutes: Shemimar (see page 49), an Arclord of Nex (*Pathfinder Campaign Setting: Inner Sea NPC Codex* 6), a high priest of Nethys (use the statistics for a high priest on page 305 of the *Pathfinder RPG GameMastery Guide*, but with the Destruction and Magic domains), or Ananda Rahira (see page 51).

ELDER ELEMENTAL (TYPE VARIES)

CR 11

XP 12,800

hp 152 or 168 (*Pathfinder RPG Bestiary* 121, 123, 125, or 127)

Should any of the elder elementals be freed, their elemental nodes slowly destabilize over the course of 10 minutes. At the end of that time, the energy vortex collapses, closing the planar conduit to the demiplane. In the final minute before the vortex collapses, one of the following spell effects occurs at caster level 20th, depending



on the energy type of the node: *earthquake* (earth), *fire storm* (fire), *storm of vengeance* (air), or *tsunami* (water).

If all four elemental nodes collapse, the demiplane ceases to exist, shunting all inhabitants out onto the platform of the Prismatic Lantern, dealing 10d10 points of damage to each creature and stunning it for 1 round. A successful DC 20 Fortitude saving throw halves the damage and negates the stunned condition.

Creatures

The following new creatures guard the Prismatic Lantern.

Ananda Rahira

This woman wears purple robes and wields a curved staff.

ANANDA RAHIRA CR 14

XP 38,400

Female human magus (staff magus) 15 (*Pathfinder RPG Ultimate Magic* 9, 49)

LE Medium humanoid (human)

Init +5; **Senses** Perception -1

DEFENSE

AC 24, touch 13, flat-footed 23

(+6 armor, +2 deflection, +1 Dex, +5 shield)

hp 131 (15d8+60)

Fort +13, **Ref** +8, **Will** +12

OFFENSE

Speed 30 ft.

Melee *staff of fire* +18/+13/+8 (1d6+8/19-20)

Special Attacks arcane pool (+4, 9 points), greater spell combat, improved spell recall, magus arcana (concentrate, dispelling strike, maneuver mastery, quickened magic, sacrificial staff), spellstrike

Magus Spells Prepared (CL 15th; concentration +17)

5th—*cloudkill* (DC 17), *interposing hand*, *telekinesis*

4th—*black tentacles*, *dimension door*, *fire shield*, *greater invisibility*

3rd—*dispel magic*, *fly*, *haste*, *vampiric touch*, *wind wall*

2nd—*bear's endurance*, *blur*, *bull's strength*, *elemental touch*^{APG}, *mirror image* (2)

1st—*chill touch* (DC 13), *corrosive touch*^{UM}, *long arm*^{ACG}, *magic missile*, *obscuring mist*, *true strike*

0 (at will)—*arcane mark*, *detect magic*, *light*, *ray of frost*, *read magic*

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 15, **Wis** 8, **Cha** 10

Base Atk +11; **CMB** +15 (+23 trip); **CMD** 28 (34 vs. trip)

Feats Arcane Strike, Combat Casting, Combat Expertise, Craft Staff, Greater Trip, Improved Critical (quarterstaff), Improved Initiative, Improved Trip, Iron Will, Quarterstaff Master^{UM}, Toughness, Weapon Focus (quarterstaff)

Skills Diplomacy +15, Intimidate +13, Knowledge (arcana) +20, Knowledge (planes) +15, Spellcraft +20, Use Magic Device +13

Languages Common, Osiriani, Vudrani

SQ knowledge pool, quarterstaff defense, staff weapon

Combat Gear *crystal control rod* (water), *potion of barkskin*, *potion of cat's grace*, *potions of cure serious wounds* (2), *scroll of alter self*, *scroll of stonewall*, *scroll of true seeing*, *staff of fire*, *wand of charm person* (25 charges); **Other Gear** +2 *mithral chain shirt*, *amulet of elemental strife*^{UE}, *cloak of resistance* +2, *ring of protection* +2, spell component pouch, spellbook (contains all prepared spells and all 0-level spells plus *blink*, *enlarge person*, *feather fall*, *shocking grasp*, *warding weapon*^{UC}, *invisibility*, *ice storm*, *wall of ice*, *overland flight*, *teleport*, and *wall of force*), 255 gp



SPECIAL ABILITIES

Sacrificial Staff (Su) When wielding any magic staff containing one or more charges, the magus can break the staff for a retributive strike. Such an act must be purposeful and declared by the magus, and can be performed as a standard action. When making a retributive strike, all charges currently in the staff are released in a 30-foot spread. All creatures within 10 feet of the broken staff take a number of points of damage equal to 10 times the number of charges in the staff, those between 11 and 20 feet away take a number of points of damage equal to 7 times the number of charges in the staff, and those between 21 and 30 feet away take a number of points of damage equal to 5 times the number of charges in the staff. All affected targets can attempt a Reflex saving throw to halve the damage (DC = 1/2 the magus's level + her Intelligence modifier). If the broken staff contains a spell that deals acid, cold, electricity, or fire damage, the damage dealt by the retributive strike is also of this energy type (if more than one energy type is present in the staff, the magus can choose which the retributive strike deals). A staff containing no spells that deal energy damage instead deals an amount of force damage equal to half the normal amount of damage. Prior to breaking the staff, the magus can spend 1 or more points from her arcane pool as a swift action to recharge the staff up to its maximum number of charges. The magus must be at least 12th level before selecting this arcana.

Ananda Rahira's lifetime of service to the Ecanus War College has fostered in her a driving sense of duty, especially when it comes to protecting the people of Nex against attacks from the Mana Wastes, Geb, or other enemies. Her ambition and dedication have earned her the position of commandant, and with it custody of the college's *crystal command rod*. In her many visits to Alzika's prismatic tomb, Ananda has learned the potential power of the Arclord's weapon and vowed to one day harness it for the glory and protection of Nex.

Gravitic Globe

This large, adamantine sphere is carved to resemble the surface of Golarion, and burns with magical flame.

GRAVITIC GLOBE CR 10

XP 9,600

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception -5

Aura magnetism (30 ft., DC 20)

DEFENSE

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 140 (20d10+30)

Fort +6, **Ref** +5, **Will** +1

Defensive Abilities hardness 20, magnetism; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +29 (3d6+15 plus burn)

Space 10 ft.; **Reach** 5 ft.

Special Attacks burn (2d6 fire, DC 20), trample (3d6+15 plus burn, DC 30)

STATISTICS

Str 30, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +20; **CMB** +31; **CMD** 40 (can't be tripped)

SPECIAL ABILITIES

Magnetism (Ex) The gravitic globe is surrounded by an aura of magnetism that allows it to attract metal objects and creatures. A metal creature or creature wearing metal armor that begins its turn within the globe's aura must succeed at a DC 20 Reflex saving throw or fall prone; standing up from prone within the aura is a standard action for such creatures. Such a creature that enters the globe's aura must succeed at a DC 20 Reflex save or be pushed back 5 feet, ending its movement. On its turn, the gravitic globe can attempt a bull rush, pull, or trip combat maneuver against a single metal or metal-wearing creature within its aura as a swift action that does not provoke attacks of opportunity. Alternatively, it can attempt a disarm or steal combat maneuver targeting a metal weapon or item within its aura as a swift action that does not provoke attacks of opportunity. The erratic magnetic field surrounding the globe grants it a 20% miss chance against attacks made with metallic weapons (including ammunition), as the invisible forces make targeting unpredictable. The save DC is Constitution-based.

Having seen a similar construct made of stone in an arcane library in the Five Kings Mountains, Alzika Karr was determined to improve upon the design. Wishing to make the construct as realistic as possible so as to fall in line with her experiences in the Darklands researching magnetic ores and magma, the Arclord procured a rare sample of a plasma ooze (*Pathfinder RPG Bestiary* 3 220) from a colleague in Oenopion and infused it into the core of her gravitic globe. The effects on the newly forged construct were remarkable—not only did it draw metallic objects toward it as the ooze did, but it occasionally repelled them as well.

Construction

A gravitic globe's outermost surface is a thin layer of adamantine galvanized around a hollow iron core containing a sample of a plasma ooze, which weighs 4,000 pounds and is worth 15,000 gp in total.

GRAVITIC GLOBE

CL 13th; **Price** 75,000 gp

CONSTRUCTION

Requirements Craft Construct; *animate objects, repulsion, reverse gravity, telekinesis*, creator must be caster level 13th; **Skill** Craft (sculptures) DC 16; **Cost** 45,000 gp

Prismatic Orrery

A series of metal rings rotates around a giant prismatic sphere.

PRISMATIC ORRERY

CR 13

XP 25,600

N Gargantuan construct

Init +2; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +12

DEFENSE

AC 24, touch 8, flat-footed 22 (+2 Dex, +16 natural, -4 size)

hp 159 (18d10+60)

Fort +6, **Ref** +8, **Will** +6

Defensive Abilities all-around vision, dispel resistance, hardness 10; **Immune** construct traits

OFFENSE

Speed 0 ft. (cannot move)

Melee slam +21 (6d6+10 plus grab)

Spell-Like Abilities (CL 13th; concentration +8)

Constant—*true seeing*

Space 20 ft.; **Reach** 15 ft.

Special Attacks blinding pulse, constrict (6d6+10), prismatic refraction (+17 ranged touch, DC 21, every 1d4 rounds)

STATISTICS

Str 25, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +18; **CMB** +29 (+33 grapple); **CMD** 41

Skills Perception +12; **Racial Modifiers** +12 Perception

SPECIAL ABILITIES

Blinding Pulse (Ex) As a move action, the prismatic orrery can set its lenses to refract the light of the *prismatic sphere* at its center, granting it a gaze attack that causes blindness in all targets that fail a DC 19 Fortitude saving throw. This gaze attack can be disabled as a move action, and is automatically disabled if the orrery uses its prismatic refraction ability or if the *prismatic sphere* is temporarily dispelled. The save DC is Constitution-based.

Dispel Resistance (Su) The *prismatic sphere* at the center of the orrery (CL 20th) can be dispelled with a targeted *dispel magic* spell, but only temporarily. As the sphere is fueled by the elemental energies within the Prismatic Lantern's demiplane, it reappears after 1d3 rounds. While the *prismatic sphere* is inactive, the prismatic orrery cannot use its blinding pulse and prismatic refraction abilities.

Prismatic Refraction (Ex) As a standard action, the prismatic orrery can position its many rings and lenses such that the magical energy of the *prismatic sphere* at its center is aimed in a series of beams at all targets within 60 feet. These beams take the form of a *prismatic spray* spell (CL 13th); determine the color of each ray randomly with a roll of 1d8 as indicated in the spell. A prismatic refraction ray is a ranged touch attack with a +17 bonus to hit and a save DC of 21. It takes the prismatic orrery 1d4 rounds to recalibrate its lenses to recharge this ability. The save DC is Dexterity-based.

The automated orrery atop the Prismatic Lantern takes no defensive actions against intruders except when attacked or if commanded to do so by the wielder of a *crystal control rod*.

Construction

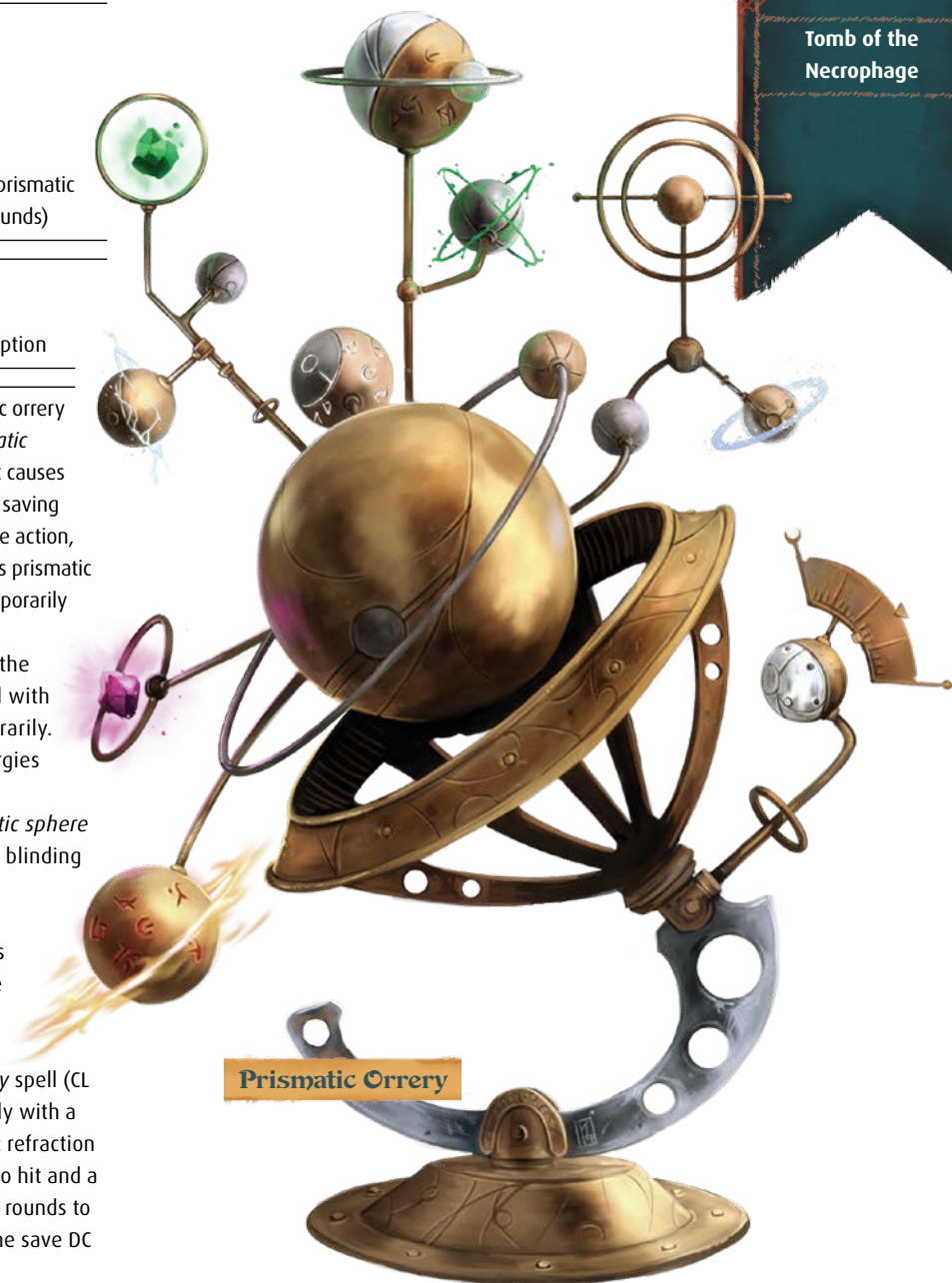
A prismatic orrery must be built around a demiplane, using rare metals and delicate optics worth a total of 50,000 gp.

PRISMATIC ORRERY

CL 17th; **Price** 170,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *permanency*, *prismatic sphere*, *true seeing*, creator must be caster level 17th; **Skill** Craft (clockwork) DC 25; **Cost** 110,000 gp



Prismatic Orrery

Introduction

Cairn of Attai
Horse-Speaker

Clockwork Vault

Everforge

Golden Ossuary

Prismatic Lantern

Tomb of the
Necrophage



Tomb of the Necrophage

“It’s true, Yamasá was a prosperous nation. But that was in the past, before the hurricane came. Their ruling caste—the Koboto—survived the storms and floods that devastated their country. They turned to cannibalistic rites and ancient superstitions in order to hold on to their lands, but they’ve lost any morality they ever had. They now revere a horrid pantheon of gluttony, and animate whatever corpses they don’t eat. The Koboto raid the tombs in their flooded land to feast upon their dead ancestors with zeal, believing they draw spiritual strength from these vile acts. In Yamasan ruins, fear the living more than the dead.”

—Gadise Tadelech, Pathfinder chronicler



The thriving nation of Yamasas was obliterated a century ago by the great hurricane known as the Eye of Abendego, but its half-flooded ruins still stand in the region now called the Sodden Lands. One of these sites is the tomb of a prosperous landowner named Mifutu.

With rumors of sunken palaces and fabulous treasure vaults in other parts of the Sodden Lands, explorers have paid little attention to the tomb of a minor aristocrat. Further, a tribe of humans who feast with religious fervor upon intruders inhabit the ridge housing Mifutu's tomb—bloodthirsty cannibals who revere Sar-Gorog, or the “Three Feasters,” an unholy pantheon consisting of Urgathoa, Rovagug, and the demon lord Zura.

The tribe's leader, a wicked oracle named Jitikai the Wendifa, recently discovered Mifutu's tomb and has begun to carefully and patiently plunder it. Jitikai believes that consuming corpses grants her mystical power, so she has eaten all of the corpses she has found in the tomb thus far.

Numerous allies accompany Jitikai, including juju zombies and human cannibal zealots. These invaders control most of the chambers within Mifutu's sprawling tomb and have introduced traps of their own to deter eager explorers or rival tribes. The traps—including magical pit traps and bone-tearing bear traps—are designed to “feed” intruders to Sar-Gorog or to restrain intruders so such prey can be imprisoned and devoured by the cannibals at their leisure.

The areas of the tomb not yet claimed by Jitikai or her minions are far from safe. A vicious trap still wards the flooded lower levels, which are also watched over by a gang of xenophobic elementals. The upper levels contain Mifutu's coffin and treasures, warded by lethal traps and guardians who have thus far staved off Jitikai's desecration.

History

Yamasas was a proud nation of farmers and traders in western Garund until a century ago, when the Eye of Abendego destroyed the Yamasan coast and flooded the nation. The great floods submerged every structure that wasn't constructed on high ground, and the Yamasan tombs—typically built near sea level—fared poorly.

One of the few surviving Yamasan tombs, Mifutu's crypt was built into a ridge of stone that bordered a long stretch of fertile farmland. Mifutu had no children of her own, but wished to be surrounded by her family in death. She commissioned a sprawling tomb, and once it was complete, she relocated her relatives' remains from their scattered burial sites to the stone coffins within, and had a massive family tree showing all of her kin that shared her tomb carved upon the entrance. Mifutu warded her family's remains with traps and constructs, and the traditional Yamasan taboo against necromancy meant the complex was free of undead.

Less than a year after Mifutu herself died and was entombed there, the floodwaters from the Eye of Abendego rushed over Yamasas. Mifutu's tomb wasn't destroyed, but a

surge of filthy water swept through it. Though the deluge receded from the upper levels, the lowest levels remain flooded with fetid water to this day. The mix of magical floodwaters and mud opened a pinhole-sized gate to the elemental planes in the depths of the tomb, allowing the occasional creature of elemental mud to pass through—the area is now home to a few territorial mudlords and an indolent mud elemental.

The floodwaters destroyed Mifutu's fields, leaving them a soggy mass that quickly blossomed into a thick jungle. Ten years after the hurricane, a small Koboto tribe moved into the jungle beneath the ridge. Like most Koboto of the Sodden Lands, the tribe scours the surrounding jungle for wanderers to consume in vile rituals to Sar-Gorog. The tribe's current witch doctor, a fearsome oracle named Jitikai the Wendifa, merges the unholy worship of Sar-Gorog with traditional juju practices. Jitikai occasionally exempts prisoners from the cannibalistic rites of her people, but not out of mercy—Jitikai transforms these prisoners into juju zombies who are utterly loyal to her commands.

The Koboto discovered the entrance to Mifutu's tomb only a few months ago. Jitikai took a personal interest in the site and, after an initial investigation, became convinced she is Mifutu's great-grandniece. Along with several loyal minions, Jitikai moved into the tomb's main level and now systematically plunders the sodden vaults, consuming the corpses she believes to be her ancestors.

Description

Mifutu's family tomb is a sprawling complex of vaults connected by twisting hallways. Most hallways contain stairs, some of which ascend only to immediately descend again—these are meant to keep the spirits of the dead from finding their way back to the world of the living. The tomb's layout resembles a family tree, with parents connected to children and couples interred within the same vault.

Features

Mifutu's tomb is carved directly into the rock of a wide ridge. The floor and walls are sanded smooth, but the ceilings remain rough stone. The rooms within the tomb are 15 feet tall and the connecting halls are 10 feet tall. The numerous staircases are carved directly from the rock and have no handrails. The hallways are unlit, but a *continual flame* spell burns on the ceiling of each vault.

Other than the entrance, the only doors in the tomb are secret doors 2 inches thick, hewn of the same stone as the rest of the vault. These are intended to confuse escaping spirits, and so are concealed only from the vault side (Perception DC 20). From the hallway side, the doors are obvious.

A substantial amount of water from the hurricane that pounded Yamasas a century ago seeped into this tomb through the loose stone entrance doors. The water and mud persist in the tomb's lower levels, and even the upper levels remain damp and spattered with mold and moss.

Introduction

Cairn of Attai
Horse-Speaker

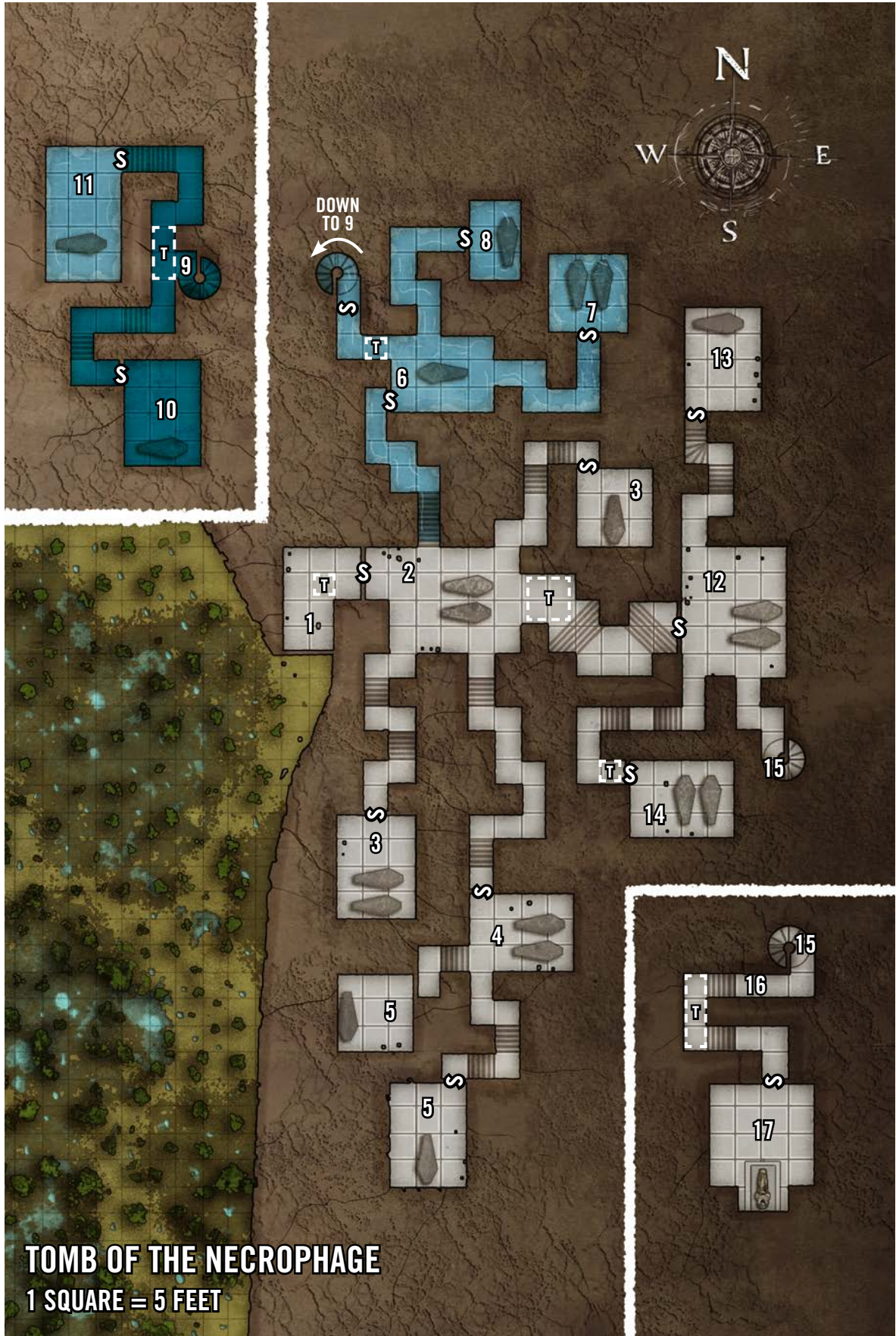
Clockwork Vault

Everforge

Golden Ossuary

Prismatic Lantern

Tomb of the
Necrophage



TOMB OF THE NECROPHAGE
1 SQUARE = 5 FEET



Introduction

Cairn of Attai
Horse-Speaker

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Tomb of the
Necrophage

1. Entrance

A set of loosely fitted stone double doors shelter Mifutu's tomb from the elements. Worn carvings on the doors depict her former holdings: a network of buildings on stilts behind broad fields of rice and other grains.

The room beyond the double doors is a wide hall that turns to the east and ends at a secret door. The floor of the hall is covered with leaves, moss, and other encroachments from the jungle outside. The back side of this secret door is carved with the image of a tree bearing names in its branches like fruit. Most of the names have been scratched out with a knife and are illegible, except for the name "Mifutu" near the center and four other names (Tigist, Mashwea, Dinha, and Etefu) in the branches of the family tree. The name "Jitikai" has been added to the tree, crudely scratched into the stone near the top.

When Jitikai first came to the tomb, she was surprised to find the name of her great-grandfather (who died decades before Jitikai was born) listed on the family tree among the names of Mifutu's relatives. Jitikai added her own name, and is now using the carving like a scoreboard to track the family members she has found within and consumed.

Jitikai has stationed four tireless juju zombies here to guard the tomb against unwanted intruders. Before attacking, the zombies attempt to lure trespassers into a nasty bear trap they've hidden in front of the carved door.

JUJU ZOMBIE BRUTES (4) CR 3

XP 800 each

hp 30 each (see page 63)

GRINDING BEAR TRAP CR 5

XP 1,600

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; **Duration** 1d3 rounds; **Reset** manual

Effect Atk +15 melee (2d6+3 piercing damage); sharp jaws spring shut around the creature's ankle and hold it immobile while a spring grinds the jaws into the trapped creature's flesh for 1d3 rounds, dealing 2d6+3 points of slashing damage each round at the beginning of the victim's turn; the creature can escape with a successful DC 20 Disable Device check, DC 22 Escape Artist check, or DC 26 Strength check, but each escape attempt while the jaws are grinding deals 1d6 points of damage to the trapped creature (regardless of whether it succeeds at the check).

2. Grandparents' Vault

This large vault has two unmarked stone coffins set side by side in the room's center. Both coffins have been opened and emptied, their lids left lying on the floor. The coffins once held the remains of Mifutu's grandparents—the first corpses Jitikai ate when she arrived to plunder the tomb.

Jitikai placed a trap in the east hallway to devour intruders. The trap doesn't trigger for undead or followers of Sar-Gorog.

FEASTING PIT TRAP CR 6

XP 2,400

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (*alarm*); **Duration** 10 rounds; **Reset** none

Effect spell effect (*hungry pit*^{APG}, 4d6 falling damage, Reflex DC 17 negates; each additional round deals 4d6 bludgeoning damage to all targets within the pit, Reflex DC 17 half); multiple targets (all targets in a 10-ft.-by-10-ft. area)

3. Avuncular Tomb

The vault at the end of this twisting passage was set aside for Mifutu's uncles, but Jitikai has consumed them.

4. Feasting Vault

The two stone coffins in this vault are empty, and their lids have been placed across them to create a macabre table. Fresh blood stains the table's surface, and more blood pools in the coffins below. Crude carving tools hang on hooks driven into the room's south wall. To the west lies a large, recently used fire pit.

This room serves as the common area for Jitikai's living servants, the cannibal zealots of Sar-Gorog. The zealots are not permitted to feast on the corpses interred in this tomb, but humanoids who venture here are fair game. This is where the zealots cook and eat unfortunate interlopers.

If the PCs are captured by Jitikai's minions, they are stripped of their gear and stuffed into the blood-stained coffins here until the zealots decide to kill, cook, and eat them. The zealots stack stones on the lids to keep prospective meals from escaping; pushing up a lid from inside a coffin requires a successful DC 25 Strength check. Because the lids lie across both coffins, PCs in different coffins can aid each other on this check.

5. Cannibal Barrack

In addition to the open and empty stone coffin of one of Mifutu's cousins, this room contains three pallets. Wide leaves shade the *continual flame* illuminating the room, causing it to cast dim, greenish light over the room.

The room provides quarters for two cannibal zealots. As Jitikai prefers the services of her juju zombies, these zealots usually have little to do, and spend most of their time relaxing in this room. If an alarm is raised, they take the initiative to patrol other areas of the tomb, eager to attack intruders.

The room contains the few treasures the zealots haven't given to Jitikai. In addition to jewelry worth 4d20 gp, the treasures include oddments such as colored stones, ointments made from jungle herbs, and human jawbones.

CANNIBAL ZEALOTS (2) CR 6

XP 2,400 each

hp 54 each (see page 61)

6. Flooded Vault

Brackish, muddy water floods this vault to a depth of 2 feet; treat the floor as a shallow bog (*Pathfinder RPG Core Rulebook* 427). Tendrils of moss cling to the walls and dangle from the ceiling. The stone coffin in this room once contained Mifutu's aunt, whose children were entombed in the rooms branching off of this one. Jitikai has already emptied this coffin, the lip of which now rises only a few inches above the fetid water.

A few days ago, Jitikai noticed a mudlord stealthily ascending the stairwell (area 9) and anchored a grinding bear trap in the hallway leading to the stairway, where the muddy water obscures it.

GRINDING BEAR TRAP **CR 6**

XP 2,400

Perception DC 25; see area 1

7. Scavengers

Muddy water and fetid vegetation flood this vault to a depth of 4 feet; treat this room as containing a deep bog (*Core Rulebook* 427). Under the water, two stone coffins lie side by side, completely submerged.

Although Jitikai opened these coffins and ate the sodden, bloated corpses within, she had little time or stomach to investigate the rest of the coffins' contents. Jitikai tasked a few of her juju zombies—who don't mind the putrescence and can operate underwater indefinitely—with thoroughly examining these coffins for anything that might be valuable. She loaned her *goz mask* (*Pathfinder Campaign Setting: The Inner Sea World Guide* 298) to a zombie to aid it in the search.

The zombies have so far discovered a soaked *handy haversack* containing two pouches of *dust of appearance* and jade jewelry worth 1,200 gp, but they're still searching underwater when the PCs arrive. The zombie wearing the *goz mask* has little trouble spotting PCs through the murky water and prepares an ambush with his companions.

JUJU ZOMBIE BRUTES (3) **CR 3**

XP 800 each

hp 30 each (see page 63)

8. Moldy Vault

This vault is flooded to a depth of 2 feet, just like area 6. The cousin interred here was an herbalist, and was buried with her eclectic collection of tinctures, spices, and reagents. When Jitikai breached the coffin to consume its inhabitant, she left the desiccated collection of herbs alone. The reagents slowly interacted with the moisture and mosses in this room, creating a patch of yellow mold (*Core Rulebook* 416) in the open coffin. A lacquered box at the bottom of the coffin has withstood the passage of years, and contains a dose of *flying ointment* (*Pathfinder RPG Ultimate Equipment* 299).

9. Trapped Stair

This stairway descends 30 feet from a landing just off of area 6, but the stairway is wholly flooded with muddy water, obscuring all sight (including darkvision) beyond 5 feet. Creatures 5 feet away have concealment. Jitikai and her forces have not yet visited this area or the vaults below.

The bottom landing contains a trap intended to deter the spirits in the lower vaults from ascending the stairs. A wall plaque bears the phrase in Polyglot: "Pass on, dear relative, to the next phase of existence open to you. Return not to the living; your return will inevitably cause them grief and ill luck. Pass on!" Mifutu hoped that the plaque's trap, which causes a few days of immobility, would reinforce this warning for errant spirits. The elementals on this level can't read the words, and so haven't triggered the trap.

ANCESTRAL WARNING TRAP **CR 5**

XP 1,600

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger spell (when text is read); **Reset** 1 day

Effect spell effect (*sepia snake sigil*, except the target is aware of its surroundings—particularly the phrase containing the trap—but can't be trapped again until the spell effect expires and it rereads the phrase; **Reflex** DC 14 negates)

10. Mud Source

Muddy water completely fills this vault. Although the *continual flame* on the ceiling still burns, swirling mud reduces the illumination in the room to dim light.

The stone coffin here once contained the body of Mifutu's cousin Tigist, but the continually churning mud has since seeped into the coffin and dissolved Tigist's body and the extensive book collection with which she was buried.

The eldritch floodwaters that filled this vault a century ago opened a tiny gate to the Planes of Earth and Water. This gate keeps the waters in the tomb's lower level particularly muddy and has occasionally disgorged elemental creatures, including three mudlords and a lazy mud elemental. The gate doesn't permit passage back to the elemental planes. The mudlords relocated to area 11, but the mud elemental remained here. The mud elemental fills the southern portion of the room and is unwilling to leave it. If any creatures other than the mudlords enter the room, the mud elemental warns the intruders to depart, issuing the command in guttural Terran. The mud elemental attacks if its warning is ignored, but does not pursue intruders from this room.

GREATER MUD ELEMENTAL **CR 9**

XP 6,400

hp 123 (*Pathfinder RPG Bestiary* 2 121)



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11. Mudlord Enclave

When the lower levels flooded, this vault retained a large pocket of air. The muddy water in this area is only 2 feet deep. The unadorned stone coffin holds the corpse of another of Mifutu's cousins, a merchant named Mashwea, still wearing a *circlet of persuasion* and a pouch holding 600 gp in gems.

Three mudlords have lived here for years. They know the halls have several connecting vaults, but don't realize the stone coffins (which they call "rock knobs") are hollow or understand the coffins' purpose.

When a roaming mudlord overheard Jitikai's intruders a few days ago, it returned here to consult with its fellows—they are all in a state of high anxiety and disagreement about what to do. When the PCs arrive, the mudlords preemptively attack, assuming the PCs are enemies. If the PCs avoid violence and communicate with the mudlords, the creatures explain that they want all trespassers out of "their" home (meaning the entire tomb). If diplomatic PCs agree to leave the tomb in the near future and can make the unfriendly mudlords helpful, the mudlords join the PCs.

MUDLORDS (3) **CR 6**

XP 2,400 each

hp 67 each (*Pathfinder RPG Bestiary 4* 195)

12. Parents' Vault

This vault contains the coffins of Mifutu's parents, but Jitikai has consumed the corpses within. The room also serves as the frontier of Jitikai's exploration: the intruders have yet to overcome the guardians in the two vaults to the south. Jitikai stationed two cannibal zealots in this room to protect the entrance to her lair, but the two are siblings who spend more time bickering than keeping watch.

CANNIBAL ZEALOTS (2) **CR 6**

XP 2,400 each

hp 54 each (see page 61)

13. Jitikai's Lair

Mifutu's youngest brother was buried in this vault, and his coffin was protected by a *fire storm* trap on the coffin's lid. Mifutu's brother has the same name as Jitikai's great-grandfather, so Jitikai believed this coffin held her direct ancestor. The two cannibal zealots she tasked to open the coffin were killed when they triggered the trap, but Jitikai considers their loss acceptable.

Jitikai currently dwells in this room along with a gang of sycophantic juju zombies. She has drawn out the ritual of consuming Mifutu's brother over several days, and now only a single hand remains. She rarely leaves this vault, and has supplemented her diet with the flesh of the roasted zealots—she sees no sense in letting their bodies go to waste.

Jitikai keeps the treasures found elsewhere in the tomb jumbled here in an untidy pile. The treasures include a

platinum merchant's scale worth 450 gp, a lacquer box worth 75 gp containing eight *feather tokens* (tree), and a *candle of truth*.

Jitikai attacks intruders immediately, commanding her zombies to protect her. As she fights, Jitikai makes disturbing observations about how she anticipates the PCs will taste.

JITIKAI THE WENDIFA **CR 9**

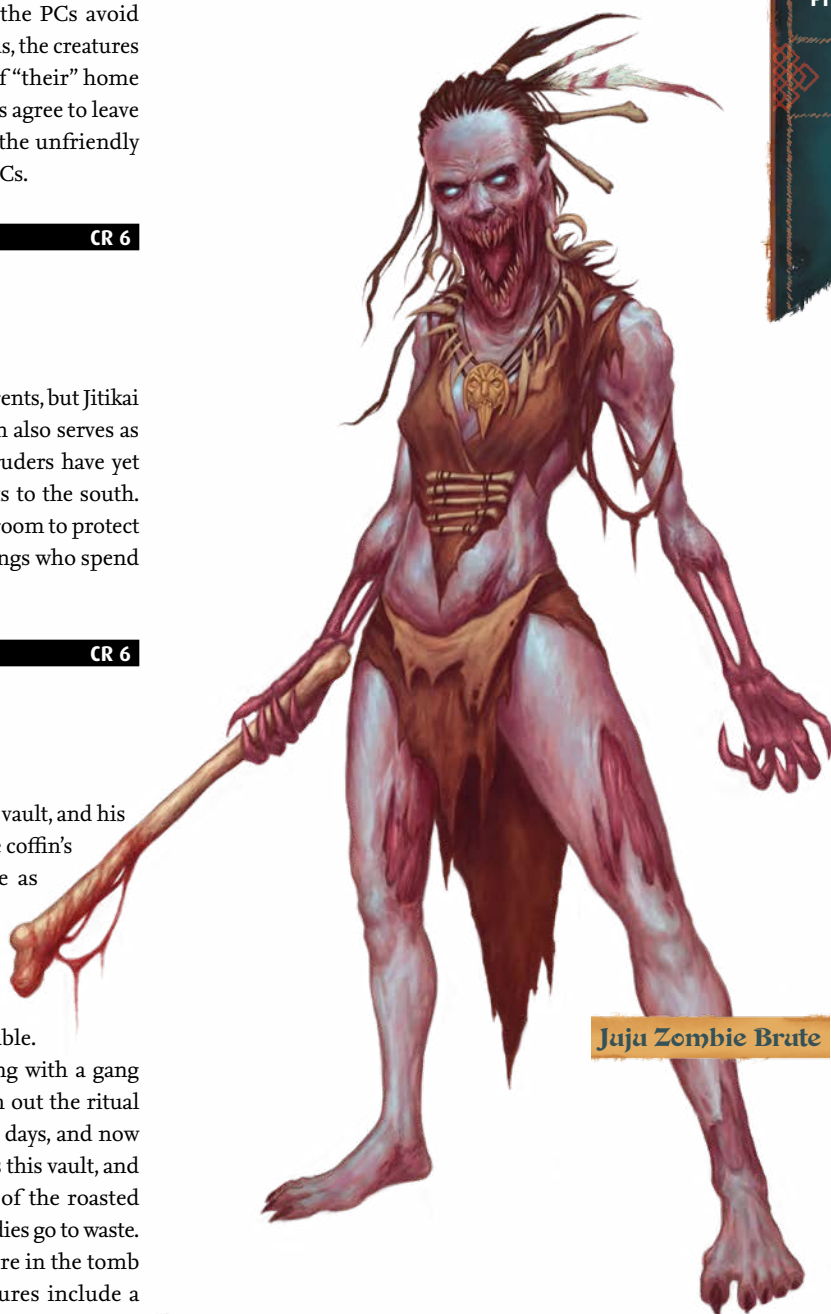
XP 6,400

hp 88 (see page 62)

JUJU ZOMBIE BRUTES (4) **CR 3**

XP 800 each

hp 30 each (see page 63)



Juju Zombie Brute

Adventure Hooks

Mifutu's tomb is located in the Sodden Lands, deep within territory claimed by cannibalistic Koboto tribes. The following hooks might encourage PCs to explore the remote location.

Impure Juju: For the most part, juju devotees consider worshipers of alignments different from themselves to be simply misguided, but some practitioners see errant juju as a serious affront to hana juju—the spirit world. The PCs encounter a kindly juju adherent who has heard of Jitikai's cannibalistic plundering and wants it stopped, even if it means Jitikai's death, for fear that the powerful but capricious spiritual patrons called wendo will be skewed toward evil in the process of fueling Jitikai's aberrant juju practices.

Mifutu's Archives: Mifutu and her kin were influential traders as well as prosperous landowners, and Mifutu was an important link in trade networks stretching across the Inner Sea. Many of these collapsed when the Eye of Abendego was unleashed, leaving fortunes in dispute. The specifics of Mifutu's trade network—in particular, Mifutu's contracts with certain Thuvian and Chelish merchant houses—could allow the descendants of those she traded with to reclaim a significant amount of money. One such merchant house commissions the PCs to explore Mifutu's tomb and recover any contracts that survived the floods; these contracts are contained among the documents in area 17.

Necromantic Patron: Although the creation of standard zombies is well understood, the specifics of juju zombie creation elude many spellcasters. A necromancer reveals the tomb's location to the PCs, but expresses no interest in its treasures; instead, he asks the PCs to recover at least one intact (and preferably still animate) juju zombie from the area, along with any charms or fetishes used by its creator—Jitikai's spell component pouch suffices for this. The necromancer's motives are strictly academic, but the PCs might be wary of such an unusual request.

14. Guarded Vault

The guardians of this room have not shown any interest in leaving, but Jitikai has clumsily hidden a grinding bear trap outside the door as a precaution.

GRINDING BEAR TRAP CR 4

XP 1,200

Perception DC 12; see area 1

The coffins here hold the preserved bodies of Mifutu's older brother Etefu, still wearing his *druid's vestments*, and his wife Dinha. Two variant wood golems that resemble small treants festooned with blossoms guard the coffins. The golems have repelled Jitikai's minions three times already.

These golems also serve as protection for Mifutu's vault, as the pit trap in area 16 deposits its victims here. (Climbing back up the shaft requires a successful DC 25 Climb check.) The golems attack anyone who enters this room.

BLOSSOMING WOOD GOLEMS (2) CR 6

XP 2,400 each

hp 64 each (*Pathfinder RPG Bestiary* 164)

Defensive Abilities These wood golems have fast healing 3 and DR 5/slashing rather than DR 5/adamantine.

15. Bloody Stairs

This spiral staircase leads 40 feet up to area 16. Its steps are splattered with blood; the corpses of two cannibal zealots lie twisted and broken at the bottom. A successful DC 15 Heal check reveals the victims were badly pulverized 2 days ago and hurled down these stairs. These two unfortunates were killed by the cephalophore in area 17.

16. Trapped Hall

This winding hall leads to Mifutu's vault. To deter corporeal trespassers, the hall contains a pit trap that deposits intruders into area 14. The cephalophore in area 17 knows how to avoid the pit trap and reset it.

PIT TRAP CR 8

XP 4,800

Type mechanical; Perception DC 29; Disable Device DC 25

EFFECTS

Trigger location (in center of hall); **Reset** manual

Effect 50-ft. fall into area 14 (5d6 falling damage); Reflex DC 25 negates; multiple targets (all creatures in the hall)

17. Mifutu's Vault

This vault contains Mifutu's coffin, which lies in an alcove in the south wall. Upon the coffin's stone lid lies a statue of a wealthy, older Yamasan woman with short, curly hair and a serene countenance. The statue's head is propped on its chest rather than its shoulders, facing north, and its fists are caked with blood.

The statue is a cephalophore tasked with protecting Mifutu's vault. The guardian rises and presents its head to daze intruders, pursuing foes into area 16 if necessary. The cephalophore hurls defeated foes down the stairs to area 15 before returning here to lie atop Mifutu's coffin.

Mifutu's well-preserved corpse is within her coffin. She wears fine robes of durable cloth worth 250 gp, a *ring of mind shielding*, and a *shawl of life-keeping* (*Ultimate Equipment* 268). Her coffin also contains several ledgers and contracts for transactions more than a century old, although many have been rendered illegible by the moist climate.

ADVANCED CEPHALOPHORE CR 9

XP 6,400

hp 96 (*Pathfinder RPG Bestiary* 4 288, 27)



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Creatures

The following creatures and characters inhabit the Tomb of the Necrophage.

Cannibal Zealot

Crude designs painted in what can only be dried blood cake the face and the hide clothing of this rugged-looking human, whose grinning mouth is filled with sharp, filed teeth.

CANNIBAL ZEALOT **CR 6**

XP 2,400

Human barbarian 3/inquisitor 4 (*Pathfinder RPG Advanced Player's Guide* 38)

NE Medium humanoid (human)

Init +4; **Senses** Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +1 shield)

hp 54 (7 HD; 4d8+3d12+11)

Fort +8, **Ref** +3, **Will** +8

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk light flail +10/+5 (1d8+3) or spear +9/+4 (1d8+4/x3)

Special Attacks judgment 2/day, rage (14 rounds/day), rage power (animal fury)

Spell-Like Abilities (CL 7th; concentration +7)

1/day—*decompose corpse*^{UM}

Inquisitor Spell-Like Abilities (CL 4th; concentration +7)

At will—*detect alignment*

Inquisitor Spells Known (CL 4th; concentration +7)

2nd (2/day)—*hold person* (DC 15), *weapon of awe*^{APG} (DC 15)

1st (4/day)—*command* (DC 14), *cure light wounds*, *shield of faith*, *wrath*^{APG}

0 (at will)—*bleed* (DC 13), *create water*, *daze* (DC 13), *guidance*, *light*, *stabilize*

Inquisition Anger^{UM}

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 8, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 21

Feats Cleave, Dodge, Intimidating Prowess, Polytheistic Blessing (Sar-Gorog pantheon; see the sidebar on page 63), Power Attack, Precise Strike^{APG}

Skills Craft (traps) +5, Heal +9, Intimidate +15, Knowledge (nature) +5, Perception +9, Sense Motive +11, Stealth +9, Survival +13

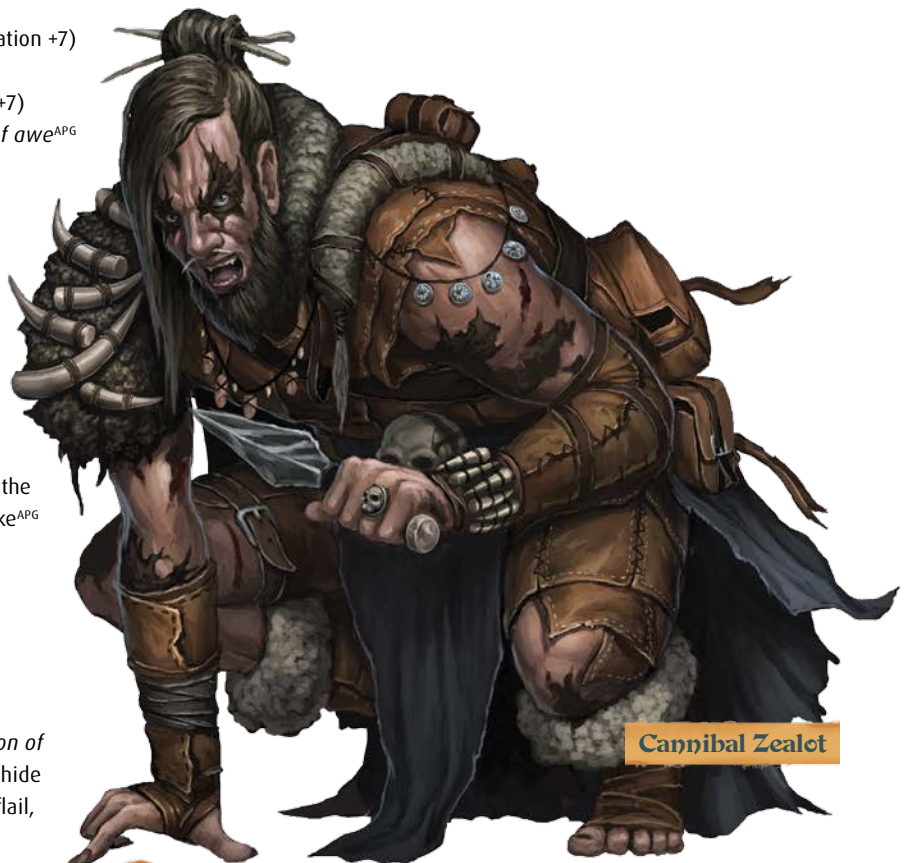
Languages Polyglot

SQ hateful retort, monster lore +3, solo tactics, stern gaze +2, track +2

Combat Gear *potion of cure light wounds*, *potion of invisibility*, tanglefoot bag; **Other Gear** mwk hide armor, mwk light wooden shield, mwk light flail, spears (4), artisan's tools, silk rope (50 ft.)

These Koboto cannibals have lived in the harsh, rain-scoured jungles of the Sudden Lands their entire lives. From a young age, these warriors have been indoctrinated into the worship of Sar-Gorog, the Three Feasters of Koboto lore. Worship of this pantheon, they believe, is all that protects their people from devastation by monsters and weather. Cannibalism is a sacred rite in the worship of the Three Feasters, and the Koboto believe that consuming the flesh of their enemies grants them strength and power. These warriors rarely rush into combat without some consideration and preparation. They prefer to cast preparatory spells such as *shield of faith* and *weapon of awe* if time permits. Their preferred method of combat is ambush; they use Stealth and attempt to approach their enemies undetected. The cannibals prefer to incapacitate their enemies using *hold person* or tanglefoot bags so they can tie up and eventually cook and eat their victims; a living prisoner spoils less quickly than a decaying corpse. If open combat becomes necessary, these zealots let the ferocious rage of the Three Feasters overtake them and don't back down until they or their enemies are dead.

These zealots follow Jitikai out of habit rather than slavish devotion. Jitikai increasingly favors her juju zombies over her living followers, and has forbidden the zealots from consuming any corpses in Mifutu's tomb. The zealots are starting to discuss—in hushed tones—whether perhaps they ought to desert Jitikai and find another witch doctor to serve.



Cannibal Zealot

Jitikai the Wendifa

This imposing woman wears thick hides and ornate clothing that's seen better days. She has a hard, predatory gaze.

JITIKAI THE WENDIFA

CR 9

XP 6,400

Female human oracle 10 (*Advanced Player's Guide* 42)

NE Medium humanoid (human)

Init +5; **Senses** Perception +2

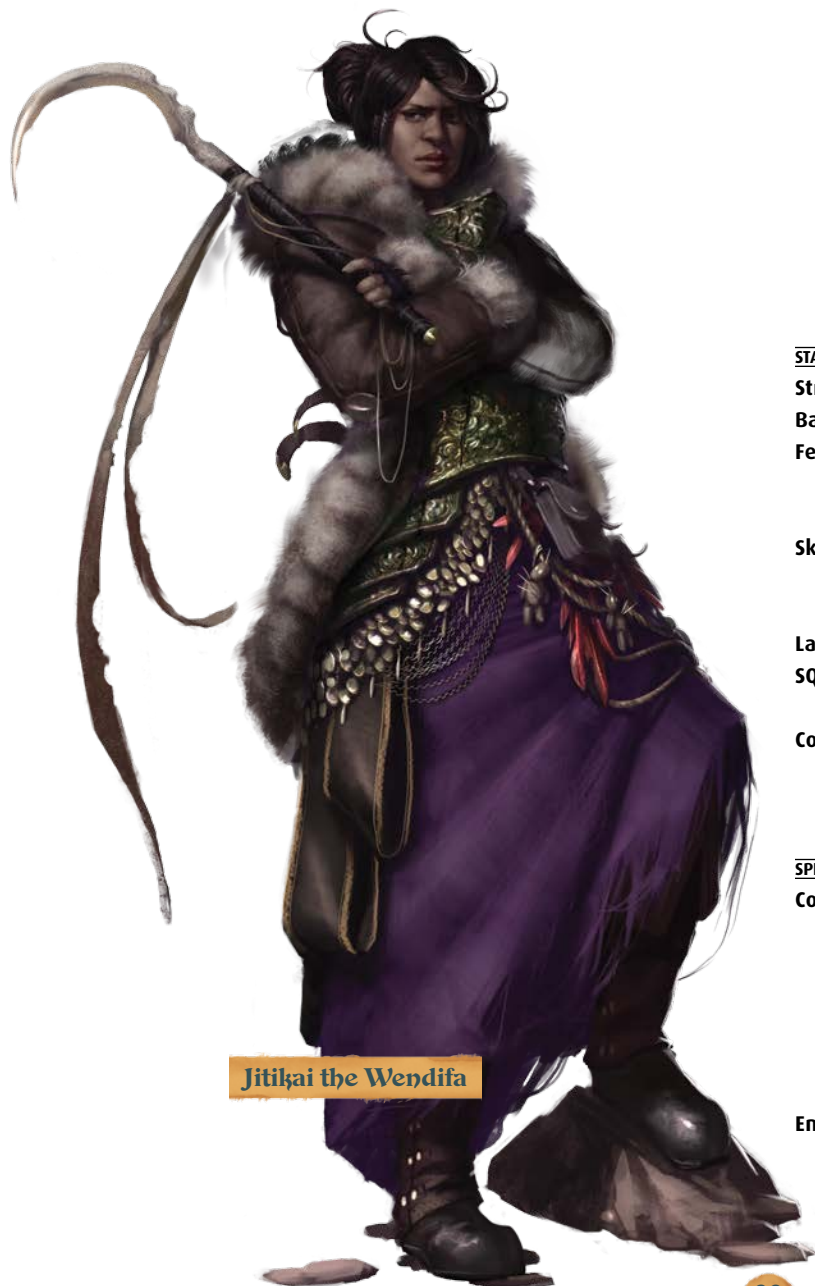
DEFENSE

AC 21, touch 12, flat-footed 20 (+7 armor, +1 deflection, +1 Dex, +2 shield)

hp 88 (10d8+40)

Fort +7, **Ref** +6, **Will** +13; +4 vs. disease

Immune disease, sickened



Jitikai the Wendifa

OFFENSE

Speed 20 ft.

Melee mwk sickle +7/+2 (1d6-1)

Spell-Like Abilities (CL 10th; concentration +14)

1/day—*decompose corpse*^{UM}

Oracle Spell-Like Abilities (CL 10th; concentration +14)

1/day—*summon monster V* (augmented elementals)

Oracle Spells Known (CL 10th; concentration +14)

5th (3/day)—*dominate person* (DC 20), *mass inflict light wounds* (DC 19), *mass suggestion* (DC 20)

4th (6/day)—*charm monster* (DC 19), *freedom of movement*, *inflict critical wounds* (DC 18), *poison* (DC 18)

3rd (7/day)—*aura of cannibalism* (DC 17), *bestow curse* (DC 17), *contagion* (DC 17), *fear* (DC 17), *inflict serious wounds* (DC 17)

2nd (7/day)—*cure moderate wounds*, *hideous laughter* (DC 17), *hold person* (DC 17), *inflict moderate wounds* (DC 16), *sound burst* (DC 16), *spiritual weapon*

1st (7/day)—*cause fear* (DC 15), *charm person* (DC 16), *deathwatch*, *inflict light wounds* (DC 15), *sanctuary* (DC 15), *shield of faith*, *speak with animals*

0 (at will)—*bleed* (DC 14), *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink* (DC 14), *resistance*, *virtue*

Mystery Juju (*Pathfinder Player Companion: Faiths & Philosophies* 14)

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +7; **CMB** +6; **CMD** 18

Feats Combat Casting, Improved Initiative, Iron Will, Polytheistic Blessing (Sar-Gorog pantheon; see the sidebar on page 63), Spell Focus (enchantment), Toughness

Skills Bluff +0, Diplomacy +13, Disguise +0, Heal +10, Intimidate +17, Knowledge (religion) +13, Sense Motive +10, Spellcraft +8, Survival +10

Languages Polyglot

SQ oracle's curse (wasting), revelations (connaissance, ensnare the soul, summon nature's spirits)

Combat Gear *wand of bless* (11 charges), *wand of resist energy* (40 charges); **Other Gear** +1 *breastplate*, +1 *light wooden shield*, mwk sickle, *cloak of resistance* +2, *ring of protection* +1, spell component pouch, 12 pp, 51 gp

SPECIAL ABILITIES

Connaissance (Su) You can spend a full-round action to attune yourself to the spirit world, gaining the benefit of a *moment of prescience* spell with the insight bonus equal to half your oracle level (minimum 1). You can use this ability a number of times per day equal to your Charisma modifier (minimum 1), but you can have only one *connaissance* effect active at a time.

Ensnare the Soul (Su) Your magic turns others into zombie-like servants. Add *charm person* and *dominate person* to your spell list. Creatures affected by either spell become listless and pale, appearing dead to observers (Heal or Perception DC 20 to determine the



creature is not undead). Affected creatures are slow to take any action unless you specifically direct them to take a particular action. They are not mindless or helpless, however, and defend themselves if attacked.

Summon Nature's Spirits (Sp) Once per day, as a standard action, you can cast a *summon monster* spell of a level up to the highest level you can cast. You can summon only elementals in this manner, but are treated as having the Augment Summoning feat when you do so.

Several weeks ago, the witch doctor wendifa Jitikai discovered Mifutu's tomb and mistook one of the interred dead for her own departed great-grandfather. Thinking she had discovered a connection to her lost ancestry, Jitikai has spent the intervening time looting the tomb and ritually cannibalizing her "ancestors."

Juju Zombie Brute

This hulking human appears dead, with dried, gray skin and wasted flesh beneath, yet its eyes shine with intelligence.

JUJU ZOMBIE BRUTE CR 3 XP 800

Human juju zombie fighter (two-handed fighter) 3
(*Bestiary* 2 291, *Advanced Player's Guide* 108)

NE Medium undead (augmented human)

Init +7; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural)

hp 30 (3d10+9)

Fort +4, **Ref** +4, **Will** +2

Defensive Abilities channel resistance +4; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

OFFENSE

Speed 20 ft.

Melee mwk greatclub +10 (1d10+7) or slam +3 (1d6+2)

Ranged javelin +6 (1d6+5)

Special Attacks overhand chop, shattering strike

STATISTICS

Str 21, **Dex** 16, **Con** —, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +8 (+9 sunder); **CMD** 21 (22 vs. sunder)

Feats Cleave, Combat Reflexes, Improved Initiative[®], Power Attack, Step Up, Toughness[®], Weapon Focus (greatclub)

Skills Climb +17, Intimidate +7, Perception +4; **Racial Modifiers** +8 Climb

Languages Common, Polyglot

Combat Gear *potion of inflict light wounds*; **Other Gear** mwk hide armor, javelin, mwk greatclub

In life, these juju zombies were explorers who ventured into the jungle occupied by Jitikai's tribe. The Koboto cannibals captured the explorers, who were initially relieved when the fearsome witch doctor insisted they

Polytheistic Blessing

This feat first appeared in *Pathfinder Player Companion: Faiths & Philosophies* as Pantheistic Blessing, but is corrected and expanded here to include a benefit for juju practitioners and worshipers of Sar-Gorog.

Polytheistic Blessing

You are granted a small bit of divine power as a result of your veneration of a pantheon of deities.

Prerequisites: Wis 13, must worship a pantheon.

Benefit: When you take this feat, select a pantheon from the list below. You gain the listed spell-like ability for your selected pantheon, usable once per day. If the granted spell allows a saving throw, the DC is equal to 10 + 1/2 your character level + your Charisma modifier.

Special: If you act out of line with the tenets of your pantheon's beliefs, you lose the ability to cast the granted spell-like ability until you have received an *atonement* for your transgression (as a cleric attempting to regain lost class abilities).

JUJU PANTHEON (CULTURAL)

Deities wendo (supernatural entities of the spirit world; see *Faiths & Philosophies* 14)

Common Believers juju practitioners, wendifa

Granted Spell-like Ability *speak with animals*

SAR-GOROG PANTHEON (ALIGNED AND CULTURAL)

Deities Urgathoa (NE), Rovagug (CE), and Zura (CE)

Common Believers Koboto cannibal tribes of the Sudden Lands

Granted Spell-like Ability *decompose corpse*^{UM}; if you use this ability on a corpse rather than on a corporeal undead, you receive nourishment as though you had eaten a normal meal for a Medium creature.

be spared from the feast. Their relief turned to horror, though, as Jitikai murdered each of the explorers in turn, animating their corpses as juju zombies. Jitikai was pleased to discover that one of the explorers possessed brutal skill with a greatclub, and insisted that he teach combat techniques to the other juju zombies—as a result, all of the juju zombies now possess similar martial training. They are straightforward fighters who rush into combat with enthusiasm, swinging their clubs at the opponents they consider to be the most dangerous. Although these zombies are fearless, they possess enough tactical acumen to retreat from a difficult fight, consume their potions, and recommence hostilities from a more promising position.

These juju zombies retained their prior intellects but not their personalities; they are now wholly loyal to Jitikai.

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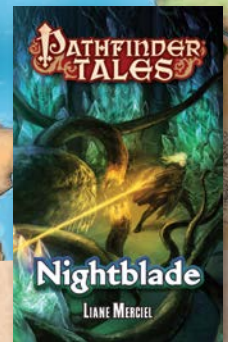
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Clockwork Vault

Location: Near village of Hapkani, Rahadoun

Interred: Master inventor Hakan Mutalib

Potential Treasures: Clockworks and other advanced mechanical inventions

Note: One of Mutalib's descendents may have a key or other way to enter the tomb. Try tracking one down?

Tomb of the Necrophage

Location: Southern Sudden Lands (formerly Yamasa)

Interred: Wealthy landowner named Mifutu and family

Potential Treasures: Unknown.

Few other tombs survived advent of Abendego, so no reference is available.

Note: Natives of region very hostile. Also cannibalistic. Avoid if possible.

Prismatic Lantern

Location: Near Ecanus, Nex (on Ustradi River)

Interred: Arclord Alzika Karr; a.k.a. Alzika the Prismatic

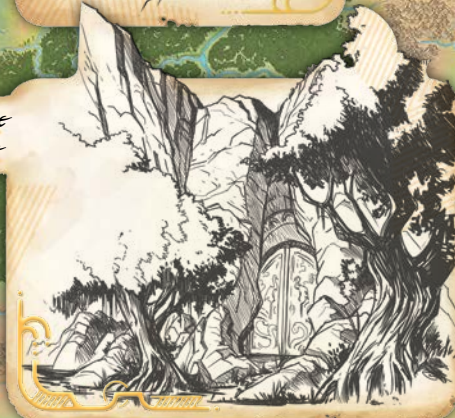
Potential Treasures: Arcane lore; mastery of the lantern's prismatic siege weaponry

Note: Tower's "interior" actually on a demiplane. Method for getting into and out of plane paramount to exploration.

Clockwork Vault



Tomb of the Necrophage



Prismatic Lantern



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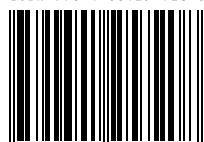
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